

MARVEL

ONE-SHOT

1

SECRET INVASION

Greg Horn

SKRULLS!

SECRET INVASION SKRULLS!

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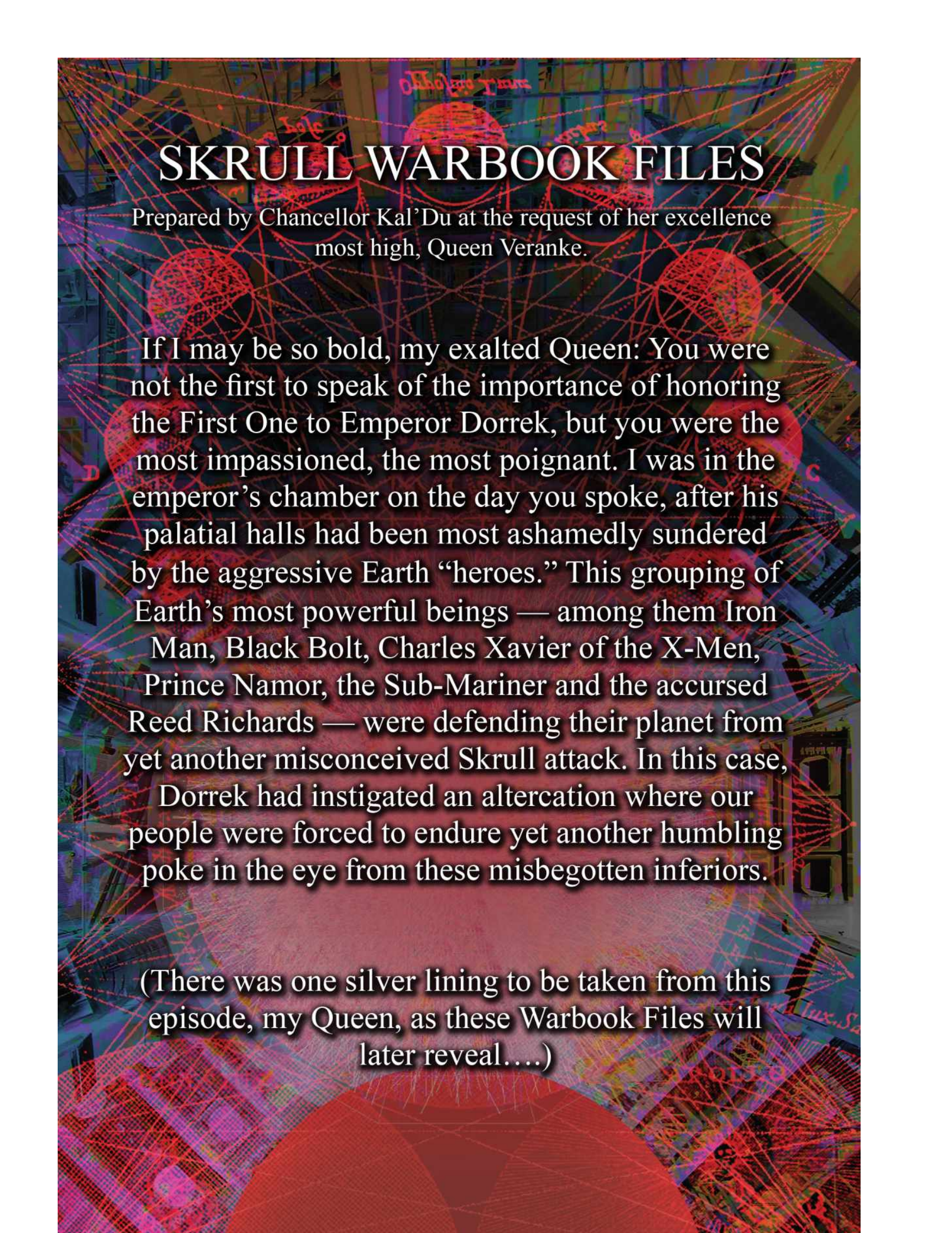
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SKRULL WARBOOK FILES

Prepared by Chancellor Kal'Du at the request of her excellence
most high, Queen Veranke.

If I may be so bold, my exalted Queen: You were not the first to speak of the importance of honoring the First One to Emperor Dorrek, but you were the most impassioned, the most poignant. I was in the emperor's chamber on the day you spoke, after his palatial halls had been most ashamedly sundered by the aggressive Earth "heroes." This grouping of Earth's most powerful beings — among them Iron Man, Black Bolt, Charles Xavier of the X-Men, Prince Namor, the Sub-Mariner and the accursed Reed Richards — were defending their planet from yet another misconceived Skrull attack. In this case, Dorrek had instigated an altercation where our people were forced to endure yet another humbling poke in the eye from these misbegotten inferiors.

(There was one silver lining to be taken from this episode, my Queen, as these Warbook Files will later reveal....)

But you stood firm that day, reminding Emperor Dorrek of his higher calling to the First One, that the state of His prophecy was clearly in play. And as that truth was summarily ignored by the emperor, as your pleas were shouted down by his sycophants, we stood strong by your side. Many of your followers that day were killed in the rebellion, and many were later executed. I was among a few to survive and, in the wake of recent calamities to befall the wayward Skrull Empire, rise again and remind our people that there was one who spoke the truth, one for whom words spoken were prophecy delivered, and that she had most shamefully been sent to rot on the dusty, forbidden terrain of an exile planet on the fringe of our most remote systems.

But now you are home. Now you are where you should have always been. On the throne of Skrull power, uniting our people as we have never been united before, under the generous aura of love that He has for us.

*We who were forsaken are now redeemed. Finally and fatefully, with His blessing and with your leadership, Earth will be ours.
As it was written. So it shall be.*



Now, to the matter at hand: This dossier will account for all relevant Skrull interactions with Earth and the humans that currently inhabit our destined homeland. The history is long and troubled, as Earthlings have proven unfailingly stubborn and quite resilient in the face of interstellar attacks — not just those of Skrull origins. Our previous attempts at staging the planet for infiltration have always failed: they've been insufficient in planning, hobbled by the false bravado of various rancid personalities, and always lacking in proper accord with scriptural realities.

There is, however, much to learn from these incursions. As you well know, the failures of yesterday hold the key to charting the victories of tomorrow. As our brave scientists on Tarnax X put the finishing touches on your bold master plan to infiltrate Earth, I hope you find the information delineated in this Warbook File to be most helpful in charting His final victory. It includes biographical data and analysis on every known Skrull interaction with Earth or humans. All the failures, successes and incidents in between are broken down for your perusal. Much has happened while you have been in exile, and this historical data will get you up to speed on these events.

We are blessed with your rise. He has sent you to perform His will.
As it was written, so it shall be.

Your Devoted Chancellor Kal'Du



PRINCESS ANELLE



PRINCESS ANELLE

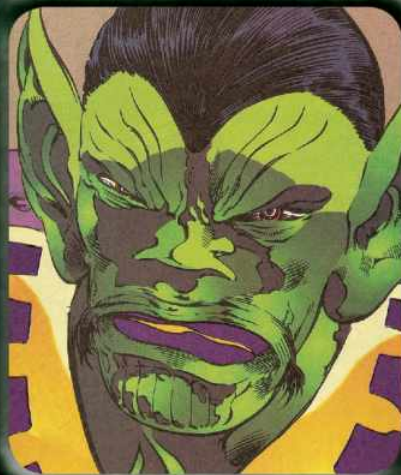
Princess Anelle, only child of Dorrek VII and R'Klll. Peace-loving, frequently opposed to father's plans. Previously engaged to treacherous Warlord Morrat, she rejected Super-Skrull's advances. Fell in love with the Kree Mar-Vell, better known to Earthlings as Captain Marvel, and secretly bore his child, who was hidden on Earth and eventually became Hulkling. Killed when Galactus consumed Throneworld.

REFERENCE: and , , and ,

ANALYSIS: Anelle, princess of the Skrulls, daughter of Emperor Dorrek VII and Empress R'Klll, was everything that her parents were not. While Dorrek commanded his armies against the Kree during the first Kree-Skrull war, Anelle desired only peace. While her father held in his heart an enormous hatred for our ancient enemies, the Kree, she fell in love with one of their greatest heroes. While her father knew what it was to spread Skrull influence across the stars, Anelle suffered as the princess of an empire in which she wanted no part.

For her desires for peace, and for her boundless treachery in loving a man of the Kree, Anelle will always be remembered as an enormous disappointment to the royal family. As we look back upon our glorious past, and the conquest we have wrought across an entire galaxy and more, let us look upon the philosophy of Anelle as a warning of what we must never become: peace-loving, cowardly, and weak.

The only true peace is that we can find in the loving embrace of our creator, He who loves us. If only Anelle had placed her love and faith in Him and not spurious notions of "peace" and amity with those who stand between us and His love.



HOKK ALGOL

A Major in the Sixth Legion. Demanded that the Kree group Starstealth be extradited and tried in front of the multi-species War Crimes Tribunal. Skrulls serving under him included Adjutant Koath, Kradhal and Valth.

REFERENCE: *Force Works* #13-14

HOKK ALGOL

ANALYSIS: Circumstances placed Algol in the enviable position of representing the Skrull Empire in a manner concurrent with general Earth morality, in apparent cooperation with Earth super-champions, with the Kree as a common enemy. In the wake of the Kree-Shi'ar War, with the Shi'ar's bond to Earth as shaky as it had ever been and the Kree in fits of panic throughout three or more galaxies, there was great potential for Earth to grow even more amenable to further Skrull interactions. This, of course, would have been highly desirable for the empire to seize on at its whim. Regrettably, Algol's arrogance, matched only by that of the Force Works member USAgent and his ilk, complicated what should have been a routine mission and allowed the Kree to escape, prompting an escapade that ended with the humans as heroes and Skrulls once more playing the fool. This reminds us that as tempting as it may be, consorting with humans on any level where we place them as equals is foolhardy.

ARAKI IMPOSTER

Impersonated Shi'ar Lord Chamberlain Araki during "Operation Galactic Storm", tried to get the Shi'ar to wipe out the Kree and attack humanity. Found out by the Avenger known as Living Lightning.

REFERENCE: *Quasar* #33, *Thor* #446, *Avengers West Coast* #82

ANALYSIS: This officer, whose real name is lost to our records, spent months gathering vital data for the empire — data that was instrumental in securing the Nega Bomb during the Kree-Shi'ar War. Disguised as one of the Shi'ar empress' Araki toadies, he was entrusted with a strategic task — the assassination of Lilandra herself. Although he failed to claim that vital Shi'ar life, we gladly sign the blood of a billion Kree to his hands. One Skrull, strategically placed, can make a difference...



**ARAKI
IMPOSTER**

BARTAK



BARTAK

Sent by R'Kill to Mar-Vell's deathbed to gain intelligence on Earth's heroes. Posed as Earth hero Devil-Slayer and Galactus' herald, the Silver Surfer. Later augmented with similar powers to the Surfer. Served would-be emperor Karza, framed Surfer for crimes. Killed by Ronan the Accuser.

REFERENCE: *Marvel Graphic Novel #1: The Death of Captain Marvel, Silver Surfer* (1987) #11-14

ANALYSIS: Bartak had a long history as a spy, originally serving Empress Rk'ill, and later declaring allegiance to the planetary governor, Karza, in his bid to become the new emperor during the Skrull civil war. Bartak had been artificially endowed with amazing energy powers, comparable to those of the Silver Surfer, but that was only one among his many talents. Bartak's skill as a spy was most impressive; he could pass himself off amidst the heroes of Earth as being among their number without eliciting the least bit of suspicion. His aptitude for deception was such that he could pass for the Silver Surfer even among the former herald of Galactus' closest allies!

However, prime among Bartak's worthy attributes was his enormous sense of loyalty and honor. When defeated by the hated Kree Ronan the Accuser, Bartak chose death before dishonor, maintaining his disguise as the Silver Surfer to the bitter end rather than let the enemy know that he had succeeded in destroying a Skrull. For his raw power, skill at deception, and most importantly for his honor, it is truly unfortunate that Bartak is no longer among our number during our holy

mission to claim Earth.

I consider it crucial that the example he made while fulfilling his duties not be lost on the agents sent out on your most holy of missions. They must know of Bartak and be ready to follow in his glory.

CADRE K

Group of Skrull mutants ("K-class deviants"), who fought to rescue their kind from being culled at birth, agitated for mutant rights. Roster includes Fiz, Goroth, Nuro, R'Tee, Spunje and Zcann, all with various powers. Founded and initially mentored by Professor Xavier of the X-Men. On Carpiax IV, where Lord Merrek's fecundity-supplement programs apparently resulted in a higher percentage of mutant births, Cadre K battled Dakr't, Trl'k and the Purifiers to rescue the X-Men.

REFERENCE: *X-Men* #95-98 and 107, *Uncanny X-Men* #376-379 and 387, *Maximum Security: Dangerous Planet*, *Maximum Security* #2-3, *Bishop: The Last X-Man* #15, *X-Men Unlimited* #29

CADRE K

ANALYSIS: The Cadre K sprang from the minimal number of mutants that inhabit our population. After the human mutant Charles Xavier took them under his wing he remade them in his image — replete with costumes evoking the first class of his own X-Men. The primary members — Fiz, Nuro, R'Tee, Spunje & Zcann — consider themselves saviors to mutantkind. However, our intelligence has

revealed that the Earthlings' own mutants have repeatedly turned on each other like curs, even stripped one another of their powers in one recent mutant upheaval.

No good can come from mutant cooperation, there is no scriptural basis for doing so, and Cadre K in particular are too beholden to one of the Earth's most powerful minds. Though perhaps with some of the genetic data collected from Xavier by scientist Dro'ge we can find a way to manipulate Cadre K into our service? That is the only method in which I would recommend using them.





CHOSEN EIGHT OF FATE

Also known as: **Guardians of the Galaxy**

Thousands of years ago, a multi-species scientific endeavor created the Lifestone Tree, a collection of powerful gemstones that survived from the previous universe. Using the Tree, they genetically re-engineered eight champions from various species. This gathering of champions included one Skrull. They were all empowered with gemstones to patrol and protect the galaxy. The chosen eight served honorably for 200 years, but eventually disbanded.

CHOSEN EIGHT OF FATE

REFERENCE: Thunderbolts #45-46

ANALYSIS: Millennia ago, a Skrull — his name now lost to history — served proudly in a group of galactic guardians, powered by mystical gemstones. A true hero, he spread goodwill for the Skrull Empire across a thousand worlds. Centuries ago, after the group disbanded, an accident scattered most of the gemstones across Earth, where they now empower various so-called "superhumans." Do the Earthlings know the legacy they spit upon? Do they care?

CITADEL OF LIGHT AND SHADOW

The ultimate test of a civilization's maturity. Species that obtain the reality-altering crystal within, but refuse to use its power, pass the test — but species that succumb to temptation fail, and are genetically frozen in place, never again to evolve another step. The Skrull race is one of many who have failed this test, and paid the evolutionary price — and the Skrull who made the attempt was transformed into a statue outside the Citadel.

REFERENCE: *Uncanny X-Men Annual #11*

ANALYSIS: This unholy place is the reason that we Skrulls are locked into an evolutionary standstill, only able to move forward through artificial genetic manipulation. Centuries ago a Skrull breached the Citadel in search of the ultimate power it promised — and our entire race suffered its so-called "judgment." Of the scores of races to face the Citadel's test over the millennia, only the humans have passed — further proof, if any was needed, that they are inherently and undeniably evil. After all, this so-called "Citadel" is created not in accord with the Truth of His scripture, but in accord with some mystical, demonic powers. Why the destruction of this place of evil has not been ordered by previous emperors is unknown.

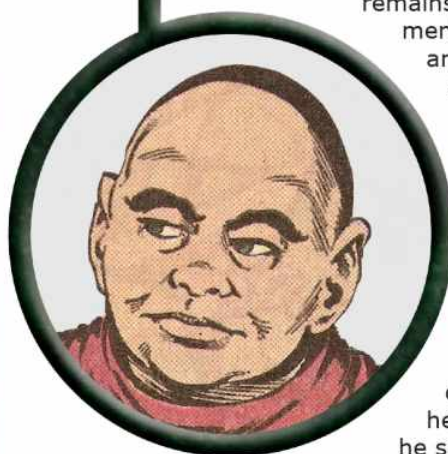


CITADEL OF LIGHT AND SHADOW

CONTEMPLATOR IMPOSTER

Somehow mimicking the real Contemplator's powers, this Skrull was able to fool other Elders and possibly even some cosmic beings. Participated in an assault on Galactus, tried to take over the Kree Empire using the mindless Supreme Intelligence, and survived and recovered from decapitation. Ruse later uncovered by Quasar and the Elder the Judicator.

CONTEMPLATOR IMPOSTER



REFERENCE: *Silver Surfer* (1987) #7-31, *Quasar* #47-48

ANALYSIS: Little is known about the Contemplator imposter. His true identity remains a mystery, as does the means by which he gained his considerable mental powers. At what point he began impersonating the Contemplator, an Elder of the Universe, is unknown, as are his motivations for doing so. All that can be said with any certainty is that he had ambitions of near universal conquest, and an unquenchable thirst for power. Each time the Contemplator imposter surfaced, it was in an attempt to claim immeasurable power, first alongside the Elders of the Universe in a plot to slay Galactus, then in a solo effort to seize control of the hated Kree Empire. After resurfacing in an attempt to wrest the Quantum Bands away from the Earth hero Quasar, the imposter was apprehended by the Elder of the Universe known as the Judicator, and has not been seen since. Should he be located, his immense power could be of much value to us, but only if we can find a way to control him. With ambitions as cosmic in scope as his, it is doubtful he would willingly serve any master other than himself. Should he resurface, if we could find no way to make him serve the empire, he should be neutralized permanently. His power is too great to be left unchecked, and his desire for conquest would inevitably set him against us.

H. WARREN CRADDOCK IMPOSTER

The last of the four Skrulls from the initial encounter with the Fantastic Four. Impersonated Craddock and was named head of Alien Activities Commission, a group of legislators empanelled by the United States government. From this key position, he drummed up anti-alien xenophobia, persecuted Avengers, was beaten to death by a crowd after returning to his true form.

REFERENCE: *Avengers* #92-97

ANALYSIS: One of our first agents to infiltrate Earth, the Skrull agent who posed as Senator H. Warren Craddock was a master of the skills of oratory and rhetoric, and deftly sowed fear and distrust in Earth's populace, turning them against their own heroes. A loyal servant of the empire and an excellent spy, it is unfortunate he met his end at the hands of a mob of Earthers after his ruse was revealed. His skills could have been most useful in our current invasion efforts. As it is, the positive example he set in accomplishing his mission can't be overstated. He has an exalted place in the pantheon of Skrull martyrs.

H. WARREN CRADDOCK IMPOSTER



CRUSADER

Sent to Earth to spy on Avengers, but they disbanded. Came to enjoy Earth, cut off communication with Skrull superiors, took on superhero identity. Obtained reality-altering ring made from Cosmic Cube fragments. Registered with government, joined Fifty State Initiative. Somehow able to regenerate from deadly injuries.

REFERENCE: *Marvel Team-Up* (2004) #20 and 23-25, *Avengers: the Initiative* #8-11

ANALYSIS: Sent to observe the Avengers, the so-called "Crusader" adopted a heroic guise to pervade the ranks of Earth's champions. Losing sight of the big picture, he has deluded himself into becoming a hero. He seems shamed by his own genes, all too easily enamored by the adulation of inferiors. We advise he be excommunicated from the empire until he regains perspective.

CRUSADER



DE'LILA

DE'LILA

Leader of renegade malcontents, low-level telepath. Came to Earth in search of Inorganic Technotroid. Defeated Fantastic Four. Formed new FF to defeat the Skrulls that were pursuing her (including Meg'ror and Bag'le). Captured and was released to Skrull custody.

REFERENCE: *Fantastic Four* #347-349

ANALYSIS: A clever thief, this one. De'lila sought to establish a rule of her own in our empire and believed that an errant Inorganic Technotroid was the tool to achieve her desires. She was able to deftly waylay the Fantastic Four by appearing to them in the form of their respective lovers. Choosing the temporary "Fantastic Four" of Earth heroes Ghost Rider, Hulk, Spider-Man and Wolverine as more susceptible, they nearly played the Inorganic Technotroid into her hands, but by a quirk of fate it came into the custody of a subterranean monster. De'lila's ambition deserves no condemnation from her own kind — the Ghost Rider creature exposed to her a nightmarish "penance stare" which shattered her sanity. Formerly power-hungry, she is now powerless.

PRINCE DEZAN

Dorrek VII's younger brother, imprisoned and isolated behind the faceplate of iron mask because of his radical peace-loving ways. Broken out of Klarr Prison Planet by Raksor and soldier Baryn, allied with Major Syrró, Floyd Donahue and the Avengers in a failed attempt to stop his old friends Zabyk and Myrn from detonating the Hyperwave Bomb. One of the last blood heirs to the Skrull throne.

REFERENCE: *Avengers Annual #14, Fantastic Four Annual #19*

ANALYSIS: Although he was brother to Dorrek VII, Dezan was ostracized for his unusual appearance. Although quite Skrullian, his face was nearly as smooth as an abominable Kree's. An inhibitor mask was employed to conceal his ghastly features and he was imprisoned on Klarr, virtually forgotten. After the fall of the throneworld, Dezan was one of many brought forth to claim power. We are fortunate indeed that the secularly minded, human-friendly Dezan was not granted the throne for our enemies would have had our blood.



PRINCE DEZAN

DRO'GE

DRO'GE

Royal head priest of the sciences. Studied captured Illuminati, devised methods to duplicate powers of Earth heroes and make infiltrators utterly undetectable. Also modified the Super-Skrull process to create multi-powered warriors. Began project under Dorrek VII, now allied with Veranke.

REFERENCE: *New Avengers #40*

ANALYSIS: More than any other factor save the very love of the First One, Dro'ge's genius, originally funded by the Emperor's near-limitless resources, is the key to our endeavors. To date, it seems certain that his transforming miracles have earned honor enough for a thousand heroes. But even when dealing in miracles, one must remember grim realities, foremost among them that worldly wisdom dictates a loyalty to opportunity, not idealism, and our enemies may offer opportunities to spare. For Dro'ge's sake, it is to be hoped he is not as worldly wise as he is brilliant...

Be that as it may, it is incumbent upon us to fully investigate Dro'ge's recent discoveries in the genetics of Earth's superhumans and bring him into the fold.



DIRE WRAITHS

Offshoot of the Deviant Skrull race. Practiced sorcery, driven out of Andromeda Galaxy by Skrulls, settled in Dark Nebula. Females can suck the life and memories out of their victims when taking their forms. Infiltrated Earth, war with Galadorians ended when most Wraiths were banished to Limbo.

REFERENCE: *Rom* #1-75 and *Rom Annual* #1-4, *Incredible Hulk* #262, *Uncanny X-Men* #185-188, *Marvel Two-in-One* #99, *Power Man & Iron Fist* #73, *Avengers* #245, *Fantastic Four* #277, *Nova* (1994) #17-18, *New Warriors* #60, 64, and 73-75, *Spaceknights* #1-5

ANALYSIS: These truly disgusting beings are almost literally our species' demons in physical form. Eons ago, the Celestials visited our planet and split our species into three branches — Eternal, Prime and Deviant — just as they did on millions of other worlds, including Earth. As you know, our Deviant forebears, heeding the call of manifest destiny, rose up and exterminated the other two branches. But even as we did so, the beings that would become the Dire Wraiths were evolving — splitting off from our own race, forming their own society, and turning to the blackest of magics to help them survive.

We eventually drove the filthy beasts from our galaxy — but they settled in the Dark Nebula and continued to evolve until they bore only the most superficial similarities to us. Like our race, they can change shape — however, they have other abilities we lack. Females, the primary practitioners of magic, have developed long, sharp tongues which they use to pierce the skulls of their victims and — quite literally — suck out their brains. The victims disintegrate; the females take their forms and possess their memories. Although the Wraiths are perversions of nature and fill me with revulsion, I will grudgingly admit that this is a highly effective infiltration method.

DIRE WRAITHS

Two hundred years ago, the Wraiths began a war with the planet Galador and their shining Spaceknights. Several decades ago, the Wraiths had the gall to begin infiltrating the Earth — corrupting a single town as their base, even as we have done on several occasions. Predictably, the Galadorian War spilled over onto Earth, and eventually ended with the Wraiths' entire planet, Wraithworld, banished to the timeless dimension of Limbo. The Wraithqueen Volx survived on Earth for a time after that, but was ultimately defeated by several superhumans, including a member of the Xandarian Nova Corps.

As far as we know, no Dire Wraiths are currently alive in our dimension. I say good riddance — as far as I'm concerned, they paid the price for targeting a world that is ours by right — but I should note that the humans have had ample time to study these creatures and develop defenses, and there are at least two known devices on Earth that can detect Wraiths in any form. We should be cautious, and take precautions to ensure that we are not detected the same way.



EMPORER DORREK I

Ruled Skrull Empire ten million years ago, began expanding empire's influence to other galaxies. Landed on Hala, held contest on Earth's moon between Kree and Cotati. Kree became convinced they had lost and killed Dorrek and his crew, seized their ship and used it to create their own interstellar armada — and began the storied Kree-Skrull war.

EMPORER DORREK I

REFERENCE: *Avengers* #133

ANALYSIS: Emperor Dorrek the First ruled our people in the early days of the empire, shortly after we had achieved interstellar travel, but before we embraced the ways of the warrior.

It was Dorrek who began to expand the Skrulls' influence, to seek new worlds beyond our own and gain their loyalty. Unfortunately, one of the worlds he happened upon was Hala, the homeworld of our cursed hereditary enemies, the Kree, the same race that gained our eternal hatred in savagely claiming Emperor Dorrek's life. Dorrek was a true hero of the empire, and among the first that dreamed of expansion and conquest. In claiming Earth, that planet that has always been rightfully ours, we will realize Dorrek's dream, and bring honor to his name.



EMPORER DORREK VII



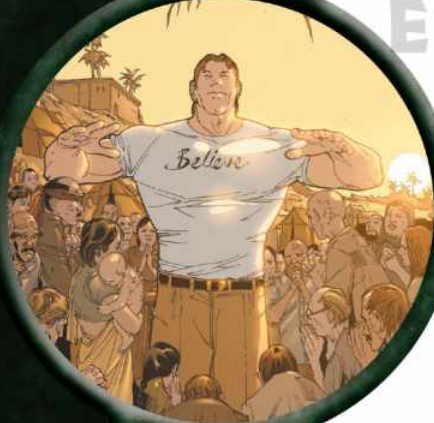
Rose to power by slaying previous emperor and marrying his daughter, R'Klll. Father of Anelle. Served by Imperial Armada Commandant Kalxor, scan-man Drexxon, Commander Kylon, soldier Skragg, pilot Xalxar, war council delegate Wor'Il, many others. Hatred of FF led him to create the Super-Skrull program. Captured Illuminati after Avengers ended Kree-Skrull war, authorized Dro'ge's infiltration experiments. Warred with Xandar, during which was assassinated by his wife, R'Klll.

REFERENCE: *Fantastic Four* #18, 32, 37, 48, 205-206 and 209, *Captain Marvel* #2, *Avengers* #94-97, *Marvel: The Lost Generation* #11, *New Avengers: The Illuminati* #1, *New Avengers* #40, *Young Avengers* #10

ANALYSIS: Some may look at the current state of our Empire and blame Annihilus and his invasion, or Galactus and his insatiable hunger ... I prefer to look farther back, and lay the blame at the feet of Dorrek VII. If ever there was a more pitiable, spineless excuse for an emperor, I have yet to learn of him. Dorrek was only tangentially of noble blood — he rose to power only by slaying the previous emperor and marrying his daughter, R'Klll. Dorrek did not have the people's respect, and he barely commanded their fear. He ruled like a snarling animal, cornered and wounded and lashing out at any foe, real or perceived. That he allowed the accused earthmen to intercede and put an end to the Kree-Skrull war, and the fact that Earth has repulsed several invasions under his leadership, only underscores his absolute failure to grasp the reins of power.

Dorrek VII did only one good thing in his entire kingship, as far as I'm concerned ... he created the Super-Skrull program, and gave the priests of the sciences the orders to create the undetectable super-powered soldiers that we are employing today. But he bankrupted nearly the entire Skrull treasury in creating K'l'rt, the first Super-Skrull ... and for all Dorrek's bluster about the glorious triumphs of his pet project, K'l'rt's success record is far from impressive.

But Dorrek's greatest sin was not that he was weak, or that he was cowardly, or that he was selfish — no, his greatest sin was refusing to listen to you, my Queen. By shutting out the words of the prophecies and turning his back on the Book of Worlds, Dorrek dealt our empire a blow that nearly crippled it permanently. R'Klll was wise to assassinate him and take the throne for her own — if we had continued under Dorrek's foolish, misguided thumb a moment longer, who knows what might have become of our once-mighty empire?



ETHAN EDWARDS

Also known as: **Virtue / The Tiller**

**ETHAN
EDWARDS**

Sent to Earth as an infant to escape Throneworld's destruction. Father created Kl'rt, the Super-Skrull, gave son same powers. Raised by American Midwestern farmers unaware of Skrull heritage, became super hero, eventually learned of origins. Possesses unrelated healing ability, traveled to third world to help those in need.

REFERENCE: *Marvel Knights Spider-Man #13-18*

ANALYSIS: Half of me wants to condemn "Ethan Edwards" to the lowest, most painful underworld our species has. The other half of me wants to try to save his soul. "Ethan" was raised on Earth, and has completely and utterly adopted one of the planet's major religions as his own!

Ethan was sent to Earth in a rocket as a hatchling by his father, the scientist who created the Super-Skrull process, just before Galactus consumed Throneworld. He grew up unaware of his true nature, his heritage, even his true Skrull name. As he reached adulthood, his own Super-Skrull powers kicked in and he began an abortive and deservedly embarrassing career as a so-called superhero. However, he also discovered another ability – one that both Reed Richards and our own spies have confirmed that his father had not programmed into his genes: the power to heal.

I am at a loss to explain it in scientific terms — certainly this power should not be there. But while Ethan believes that it is a gift from the humans' God, I look to the Book of Worlds — and to Kly'Bn and Sl'Gur'T, the only true gods. Clearly this miracle is their work — and although I dearly wish that we could bring Ethan to see the light and use our gods' gift in our glorious crusade, for now he persists in using it to heal humans in developing nations on Earth. And for that blasphemy, he must be made to pay.



FLAW

A cybernetically enhanced Warskrull, and a member of the multi-species Shi'ar Death Commandos. Assisted in the murder of Rachel Grey's family. The Commandos now act as Shi'ar Chancellor Araki's private guard.

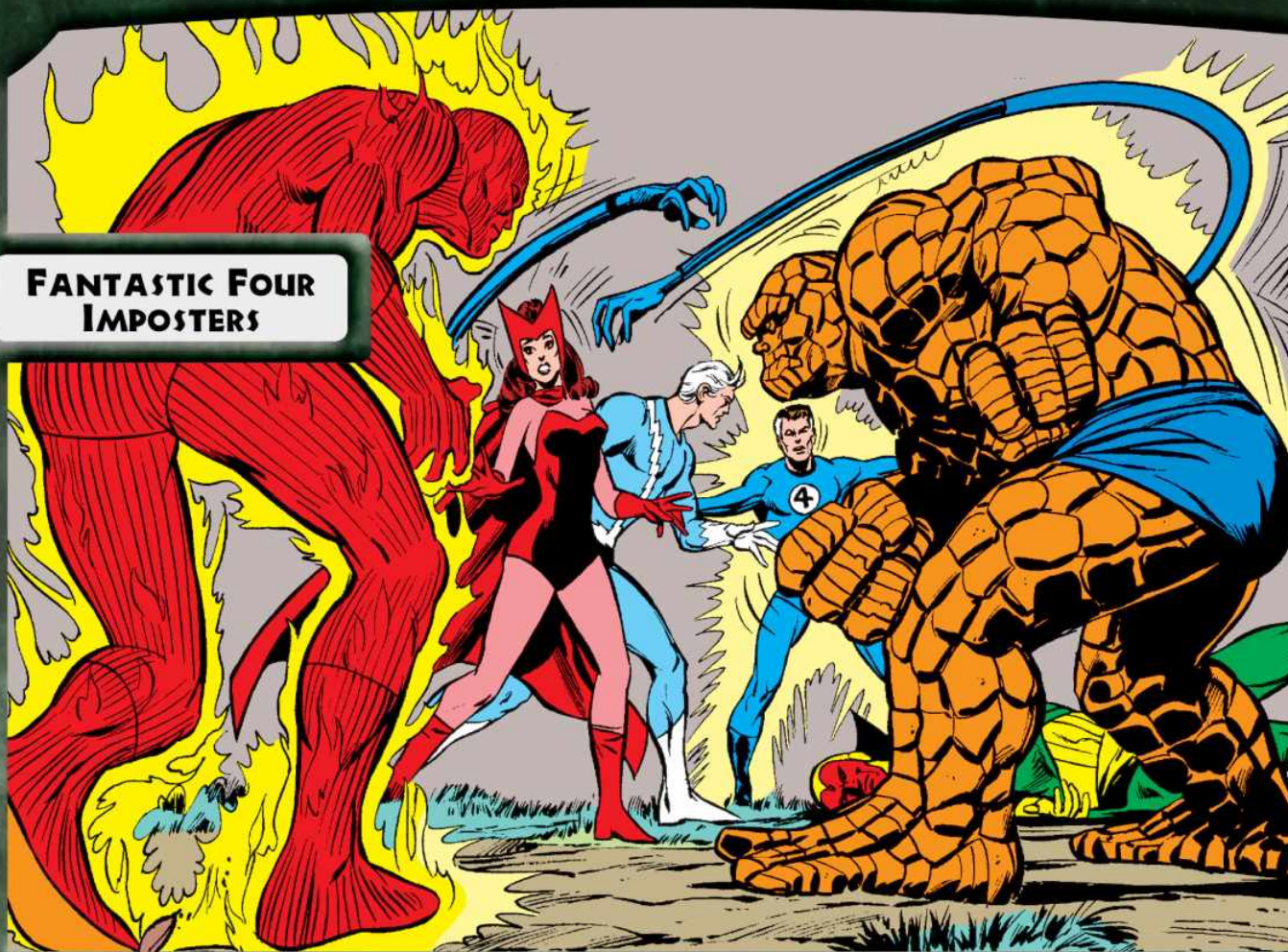
REFERENCE: *Uncanny X-Men #466-471, X-Men: Emperor Vulcan #1 and 3*

ANALYSIS: One of our chief Warskrulls, Flaw is enhanced primarily via cybernetic implants. Although he answers to the will of the scatterbrained Shi'ar, he has handily assisted in support for Skrullian interests, notably by seeking punishment for the Earthling Rachel Grey, an apparent Phoenix Force wielder. This punishment was swift, total and merciless. There may be some usage we can get out of a Warskrull like Flaw...if we can wrest him from his Shi'ar patronage.



FLAW

FANTASTIC FOUR IMPOSTERS



FANTASTIC FOUR IMPOSTERS

Four Skrulls tried to frame the FF to pave the way for an invasion by an awaiting Skrull fleet. Plan was thwarted by the FF's bluff that Earth was far more defended than they actually were, leading to the capture of three of the Skrull infiltrators. These captives were hypnotized by Mr. Fantastic into taking the form of cows, a beast of burden native to Earth. The three briefly escaped their fates to battle the Avengers, but were eventually slaughtered as beef.

REFERENCE: *Fantastic Four #2, Avengers #92-94, Skrull Kill Krew #2*

ANALYSIS: Among the first of our agents to infiltrate Earth — and the very first to come into contact with Earth's current super-powered defenders — we can learn much from some of our earliest mistakes. The Fantastic Four imposters sought to sow dissension among Earth's populace, turning the people against their heroes, and leaving them unsure who to trust. However, they were deceived by Reed Richards into believing the Earth was ready to repel our invasion.

The failure of the Fantastic Four imposters was not in their basic strategy. Sowing dissension and confusion amid the human race through masterful infiltration is still an invaluable strategy at which we have only become more proficient over time. Instead, the failure of the Fantastic Four imposters was overestimating their enemies, and allowing themselves to be easily deceived by mere humans. Our best warriors are masters of total deception; to fall victim to our own tactics is unacceptable. While we must always be careful not to underestimate our enemy, we must also not overestimate them. They are, after all, mere Earthers, a poorly conceived species, and they stand opposite the glorious and divinely inspired Skrull Empire.

GORTH

Governor of a minor Skrull colony world, hired space pirate Nebula in aftermath of Throneworld's destruction. Hoped to use her to become emperor, but she later killed him.

REFERENCE: *Avengers* #259

ANALYSIS: A weak and cowardly governor on one of the outer worlds of the empire, Gorth dreamed of obtaining power he neither deserved nor had the competence to acquire. In the power vacuum following the destruction of the Skrull throneworld at the hands of Galactus, Gorth was one of hundreds of governors who had ambitions of proclaiming himself the new emperor, and yet he himself was in truth but a servant to the space pirate Nebula, who provided him with the muscle necessary to become a true contender. In his failed bid for power, Gorth fought against his own kind, and in his submission to Nebula brought dishonor upon his name and his race. Though the official proclamation regarding his fate was that he was killed in battle, evidence has arisen that he was murdered by Nebula herself, who planned to claim the power that he had so coveted.

What we can take away from Gorth's failed attempt at gaining the throne is conviction that only death and dishonor will fall upon any Skrull who would ever place any of their allegiances to an alien species, or place personal glory before the glory of the empire itself.



GORTH

GRANOK

Chief scientist of a faction allied with Apocalypse. Suspended normal culling of Skrull mutants, instead experimenting on them (including Jaq and the future Cadre K) to try to recreate the lost Warskrull gene. Was able to imbue second Wolverine imposter with partial healing factor.

REFERENCE: *X-Men* #95

ANALYSIS: After the destruction of Throneworld, the Skrull people were splintered — and one faction, needing a powerful ally, lowered themselves to brokering a deal with the Earth mutant Apocalypse. The two found common ground in their ideals of genetic purity and the divine imperative of the chosen to survive all things — and when Apocalypse asked them to create infiltration agents with mutant powers, chief scientist Granok jumped at the chance to recreate the lost Warskrull gene. He suspended the normal at-birth culling of K-Class Skrull mutants in order to create experimental subjects — which indirectly led to the existence of the laughable Cadre K — and he had only limited success before Apocalypse's project fell apart. However, our own head priest of the sciences, Dro'ge, was able to build off Granok's work to complete his own — and for that, we owe him a debt of gratitude.



GRANOK

IRVING GRIFFIN IMPOSTER

When a Daily Bugle features writer was sent to the Skrull Homeworld by Mr. Fantastic in pursuit of a story, it attracted Skrull attention and they replaced his editor with a Skrull infiltrator.

REFERENCE: *Marvel Holiday Special 2007*

ANALYSIS: Chalk this unremarkable operation up to over-enthusiasm on our part. Recently, a Skrull higher-up somehow got the idea to replace the features editor of the Earth newspaper the Daily Bugle. It didn't end up giving us the access to important secrets we hoped for, and the espionage agent chosen is inexperienced — but the bits and pieces he has been feeding us have been enough that we haven't recalled him. Yet.

IRVING GRIFFIN IMPOSTER



HAGAR THE HIGH JUDICATOR

Also known as: **Hagar the Cruel**

HAGAR THE HIGH JUDICATOR

Judge in the Skrull High Court, tried the captured FF in front of the Jury of Six. Determined their sentence before the trial began, sentenced them to death.

REFERENCE: *Fantastic Four #206*

ANALYSIS: As is all too common when a Skrull is overwhelmed with the hatred earned by the Fantastic Four, Hagar eschewed straightforward execution for the pleasure of a show trial and what seemed the harsher and crueler fate of a slow death...a death so slow that the Four could outrun and overcome it, as they have so many other brushes with their own annihilation. It is a lesson that, throughout the universe, Earth's enemies have failed to learn: Kill at once, gloat at leisure. This has always been a problem for Skrulls under Dorrek's secular hegemony. It will not be a concern for our invasion agents, who work for much higher goals than temporal achievements.



HERO IMPOSTERS

HERO IMPOSTERS

Skrull scientists briefly attempted a new infiltration method, locking selected spies permanently into their new forms, including most Earth heroes, the Starjammers and the Shi'ar Imperial Guard. Although this method has been occasionally seen since, it was more or less abandoned after Throneworld was destroyed.

REFERENCE: *X-Men #89-90, Uncanny X-Men #370, Wolverine #145*

ANALYSIS: Culled from the best and brightest of the Warskrull ranks, these agents specialized in the imitation of superhuman Earthlings. Through a controversial alliance with the Earthling called Apocalypse they succeeded in planting an agent guised as Wolverine within the ranks of the X-Men. Apocalypse's grand ambition appeared to have been the elevation of his species through the destruction of lower humanoids, a philosophy clearly in line with that of our ancient histories.



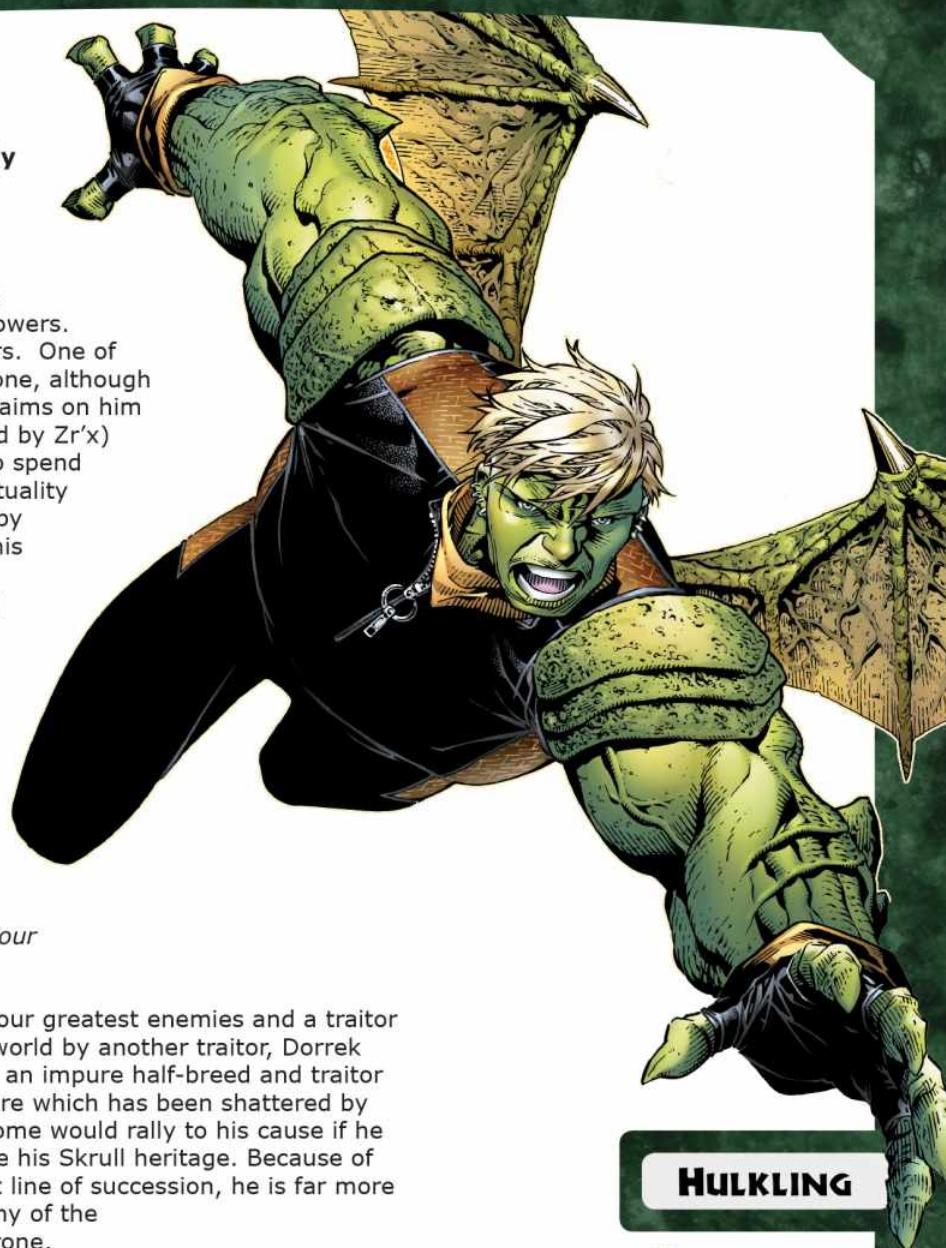
HULKLING

Also known as: **Dorrek VIII / Teddy Altman**

Son of Captain Marvel and Princess Anelle, raised on Earth as a human to protect him from Dorrek VII. Has super-strength and shape-shifting powers. Inaugural member of Young Avengers. One of the last blood heirs to the Skrull throne, although Kree military has made hereditary claims on him as well. When Skrull detachment (led by Zr'x) and Kree came for him, he agreed to spend six months with each race, but in actuality stayed behind on Earth after a ruse by KI'rt, the Super-Skrull, who altered his shape and took his place. While on Earth has established romantic bond with Young Avengers teammate Wiccan, underscoring his emotional attachment to Earth.

REFERENCE: *Young Avengers* #1-12 and *Young Avengers Special* #1, *New Avengers* #18, *Civil War* #1-2 and 5-6, *Wolverine* (2003) #42, *Civil War: Young Avengers & Runaways* #1-4, *Cable & Deadpool* #30, *She-Hulk* (2005) #21, *Young Avengers Presents* #2-3, *Fantastic Four* #556

ANALYSIS: The offspring of one of our greatest enemies and a traitor to our species, raised on an enemy world by another traitor, Dorrek VII, the inanelly named "Hulkling," is an impure half-breed and traitor in his own right! And yet, in an Empire which has been shattered by the destruction of our homeworld, some would rally to his cause if he were to assert his claim and embrace his Skrull heritage. Because of his indisputable position in the direct line of succession, he is far more dangerous to our Holy Cause than any of the other surviving pretenders to the throne, and he must either be swiftly converted to the True Faith and abdicate his claim in your favor, or he must be eliminated.



HULKLING



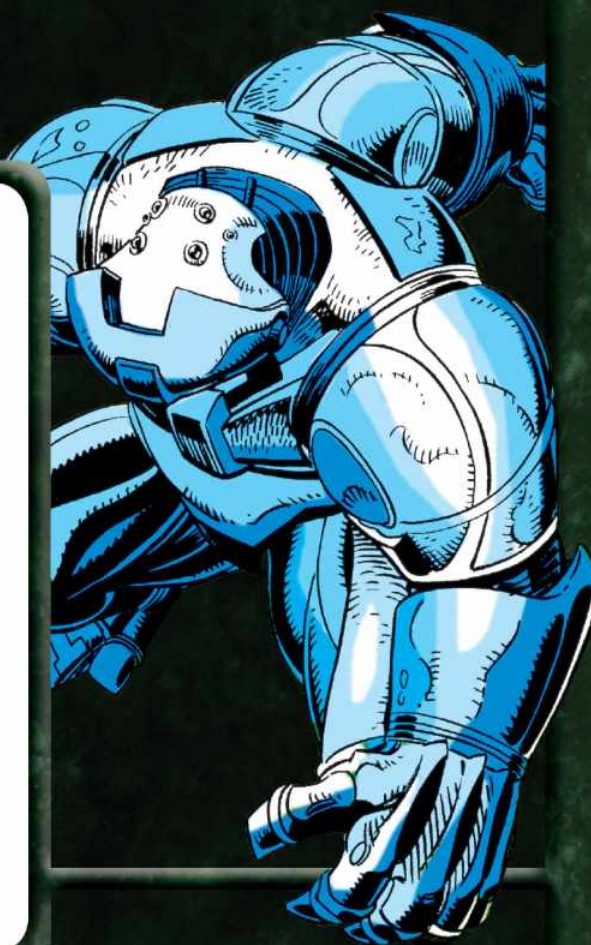
INORGANIC TECHNOIDS

INORGANIC TECHNOLOGIES

Indestructible synthetic entities usually used as bodyguards to the empress. Immensely powerful, imprint on first person they see upon hatching. Xavin defeated more than one of them during his Great Trials.

REFERENCE: *Fantastic Four* #349, *Runaways* (2005) #8

ANALYSIS: These sophisticated feats of bioengineering possess a fatal flaw to which we can thank the Earthlings for unmasking. Possessing vast destructive power, the Technotroids are designed to imprint upon their master (usually the empress) after emerging from their nurturing egg. By a quirk of genetics, it seems that our Deviant brethren of Earth possess a gene that is similar to that of the Technotroids. One of the Technotroids imprinted itself upon a Deviant monstrosity who dwelled beneath the Earth's surface. A loyal band of Skrull officers attempted to retrieve the Technotroid, but it was rendered useless by the tampering of Scott Lang, a human hero in the guise of Ant-Man. Now that we have seen how susceptible the Technotroids are to the influence of similar genotypes, we must introduce new safeguards to the imprint process before even considering reactivating the program.



INQUISITION CRASH



INQUISITION CRASH

Several hundred years ago, a Skrull ship crashed in Spain during the height of the Spanish Inquisition. Viewing the dead occupants as demons, the superstitious locals disposed of the corpses into an inaccessible ravine leading into subterranean caverns, a method they had used previously to execute others judged unholy, including a group of captured Inhumans. Some of the Inhumans had survived the fall, and desperate for sustenance consumed the Skrull dead, becoming shape-shifting mutations. By recent years they or their offspring were preying on Moloid Subterraneans, a human subspecies, until they were seemingly destroyed by super-powered S.H.I.E.L.D. agents

REFERENCE: *Europa* #0

ANALYSIS: A sad end for a valiant group of warriors scouting Earth's system centuries past, and an early example of how a lesser species ingesting Skrull flesh can lead to the Skrull genes dominating. It remains unclear whether all our people died in the crash, or if some survived only to be killed by the ignorant locals as a token to their heretical faith.



INTELLIGENCIA

Created by Skrulls as an answer to the Kree Supreme Intelligence. Based on the planet Skrell, appeared to be in charge of the Skrull Empire (although she may simply have been in control of a faction). The Super-Skrull served her, albeit grudgingly, when she ordered him to Earth to deal with a woman with reality-bending powers.

REFERENCE: *Captain Marvel* (2002) #8-10

ANALYSIS: Created by Skrull scientists and placed in charge of a section of Skrull space surrounding the planet Skrell, Intelligencia has much to offer the Skrull Empire. As a super computer, Intelligencia can deduct the exact probabilities of success for any number of events simultaneously, and could be of great use to us in our divine quest. However, we must also remember that Intelligencia is a construct. She is a machine, and should be used only in that capacity and not given the responsibility of governance. Our machines must serve us, not the other way around. Also important to remember is that the design for Intelligencia is based on the Supreme Intelligence, the leader of our most hated enemies, the Kree, to whom we would much prefer not to be indebted. Ultimately, Intelligencia presents us with a valuable weapon that we could use to our advantage, but must not come to rely upon.



INTELLIGENCIA



JAKETCH THE APPRENTICE EXECUTIONER

Dreamed of becoming Lord Executioner of the Skrull High Court and killing Hagar. Shot the FF with a metabolic booster, which aged them rapidly. Dorrek VII made a note to have him killed, as the emperor had his thoughts monitored and found them too ambitious.

REFERENCE: *Fantastic Four* #206

ANALYSIS: This apprentice to the Lord High Executioner had many character flaws — he was grasping, resentful, power-hungry and far too full of himself. Every time he opened his mouth he seemed to make a new enemy. It's a wonder he ever served the Jury of Six, quite frankly. But he's also the man who came the closest in our entire history to killing the despicable Fantastic Four, and that's not a feat we should take lightly.

The short-sighted Emperor Dorrek planned to officially order Jaketch's death, but he was killed by his wife less than a day later — and some sources tell me that Jaketch still lives. If he can be found, he could make an excellent figurehead for our current plans. His actions can be held up as a shining example for all Skrulls ... just as long as we can keep Jaketch himself from speaking...

JAKETCH THE APPRENTICE EXECUTIONER



JAZINDA

JAZINDA

Bounty hunter, allegedly the Super-Skrull's daughter. Betrayed Skrull empire by obtaining immortality under mysterious circumstances. On the run from her people, currently partnered with She-Hulk on Earth.

REFERENCE: *She-Hulk* (2005) #22-28

ANALYSIS: Offspring to the great warrior K'Irt, Jazinda has befriended the Earthling Jennifer Walters and gone to the extreme of posing in Walters' form by request and aiding in the capture of local, Earthbound offenders. K'Irt has a standing order for all intelligence on Jazinda to be fielded through him; agents are forbidden from contact without his authorization. Jazinda's friendship with the She-Hulk should provoke an interesting reaction from K'Irt. This personality is seemingly too rebellious to be an instrumental part in our plans. Still, there are ways to take advantage of her current proximity to one of Earth's most powerful heroes...



**JOHN THE
SKRULL**

JOHN THE SKRULL

Invaded Earth's popular culture in the 1960s, but got distracted for various reasons over time and lost interest in completing their infiltration strategy. "John" began working with British intelligence group MI-13 and their leader, Peter Wisdom. Briefly reformed the "Skrull Beatles" to battle interdimensional aliens.

REFERENCE: *Wisdom* #1-6, *Captain Britain & MI-13* #1-4

ANALYSIS: Can there be anything more disgusting than an operative who "goes native"? Our missions often force us into disgusting acts to maintain the façade of being non-Skrullian, but to actually choose to embrace that identity over your true one? It sickens me. Worse yet, he engaged in a relationship with a Kree agent, adding perversion and treason to his crimes! And in more recent years he has allied himself with a human intelligence agency; thank Kly'bn that the traitor's information about our activities is decades out of date.

John the Skrull currently works under deep cover in Earth's super-espionage field; not as simply another champion like Velmax, Xavin, and others, but as what Earth humans have been known to call a "secret agent." He has retained his loyalty to the Earth nation of Britain during the ongoing invasion and should be executed, or at the very least permanently deported from the Skrull Empire, but not before interrogation on what role he might have played in the recent spread across subspace waves of what seems to be coded data in seemingly non-sequitur musical lyrics: "Lucy in the Sky with Diamonds." Corruption of Skrull youth with this strangely seductive musical mélange would only be the least of our worries!





KALAMARI

General in the Skrullian High Command. Sought destruction of FF, approved Paibok's plan to send Lyja undercover as Alicia Masters.

KALAMARI

REFERENCE: *Fantastic Four* #358 and 383

ANALYSIS: General Kalamari was a brilliant campaigner and intelligence officer, but his underestimation of the humans — and overconfidence in Captain Paibok — cost us not only the War World military installation but also an entire throneworld. The general left Paibok to shoulder the blame, but his career has never recovered.

KARZA

Would-be emperor during the Skrull civil war. Served by Bartak, the Silver Surfer imposter.

REFERENCE: *Silver Surfer* (1987) #14

ANALYSIS: When the empire was in the throes of turmoil and civil war following the destruction of the throneworld, Karza was one of the many planetary governors who sought to claim power as the new emperor. Though he commanded large forces, he was a quiet and subtle leader, rarely appearing or asserting his power in person, preferring to act through intermediaries. His biggest asset was that he counted the Skrull Bartak, who had been artificially endowed with powers comparable to the former herald of Galactus, the Silver Surfer, among his followers. After being deprived of that asset early in the conflict when Ronan the Accuser, of the hated Kree, killed Bartak, Karza faded from view as the civil war raged on. However, he still commands much respect in his region of Skrull space, and should we involve him in our current holy mission, the devotion of many significant Skrull worlds would be ensured. Keep this one under advisement.

KARZA

KERTH

One of many slaves in the Broker's multi-species Bodyguard Cadre. Controlled by Tyrmean brain-stem parasites. Attacked Force Works, briefly freed by Century but re-enslaved. Killed by the Broker during a revolt.

REFERENCE: *Force Works* #15-16, *Century: Distant Sons*

ANALYSIS: Normally Kerth would be less than a footnote — an unfortunate Skrull soldier, forced into slavery through the use of Tyrmean brain-stem parasites — if not for the altercation with Earth super-humans that cost him his life and brought him to my attention. His family can rest easy knowing that he ultimately regained his freedom and died fighting — but my attention is more drawn to the Tyrmean parasites ... and their possible uses...



KERTH

KHOLDSOR

One of many aliens trying to obtain Rick Jones' memoirs, "Sidekick," in an attempt to learn how he harnessed humankind's Destiny Force to end the Kree-Skrull war. Attempted to buy the book's rights, and attacked a Kree agent on a similar mission. Was eventually stymied in mission by Rick Jones.

KHOLDSOR

REFERENCE: *Avengers Spotlight* #25

ANALYSIS: At the time, Kholdsor was one of many Skrulls trapped in human form as a result of the Hyper-Wave Bomb. He made a valiant effort to obtain Jones' secrets, but his adaptation to his new form was only moderately successful at best, denying him the advantages of other would-be buyers. Ironically, he might have fared better had he, like our current operatives, possessed a human mindset to match his form. Further, Rick Jones is, for a predominantly baseline human, a notoriously challenging opponent, so while Kholdsor put in a poor performance, I think few Skrulls of his training level would have fared better under such conditions.

The intelligence reports on Agent Kholdsor's interactions with humans indicate that he was often held to be the butt of jokes and consistently laughed at and ridiculed. Why this would be is a mystery, but Skrull superiority is not a laughing matter.



KARANT KIAR

KARANT KIAR

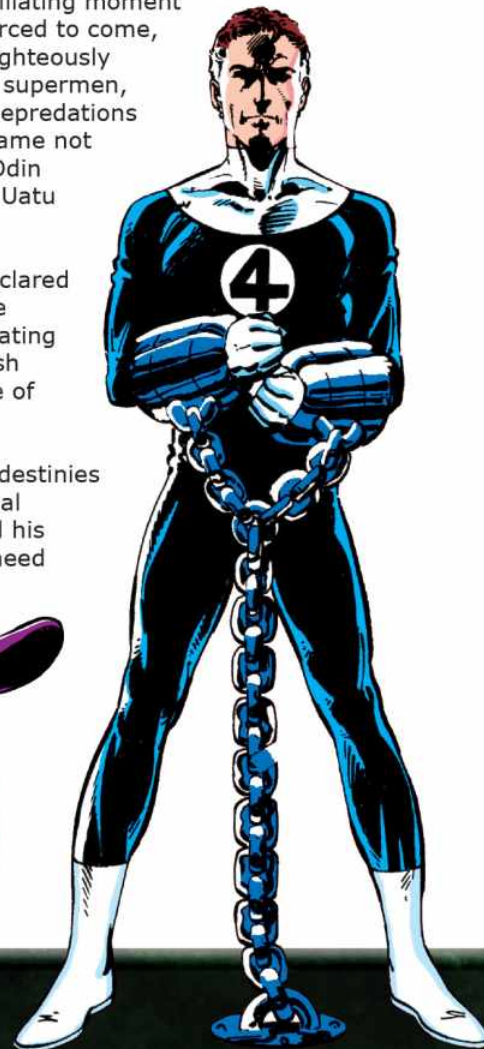
Prelate of the Skrull empire's Seventh Quadrant. Testified about Galactus' destruction of throneworld Tarnax IV at Mr. Fantastic's trial.

REFERENCE: *Fantastic Four* #261-262

ANALYSIS: Through no fault of his own, Kiar played a role in a humiliating moment in Skrull history, a moment in which the mighty Skrull Empire was forced to come, hood in hand, to beg for justice in a court of outsiders, rather than righteously striking down where he stood the form of that most horrid of human supermen, Mister Fantastic! Though Reed Richards' role in Galactus' continued depredations across the universe remains undeniable, the humans' best defense came not from their own humble sources but from one of their planet's gods, Odin (whose Asgardian lore has appeared in many Krylorian Earth-epics), Uatu the Watcher, and Galactus himself.

Thus, these demigods, these manifestations of the universe itself, declared Earth beyond reproach — and Tarnax IV a mere stepping stone in the Great Devourer's destiny! Karant Kiar was merely fodder for a humiliating fait accompli. That we even deigned to participate in such a cartoonish form of justice is a stain on the memory of our ancestors. The justice of others is not His justice!

Odin. Uatu. Galactus. Gods? Ha! The First One himself will forge the destinies of these false gods, and it is we, his servants, who will deliver the final sentence upon Reed Richards — this so-called Mister Fantastic — and his pathetic planet full of mewling humans. There will never again be a need for "Karant Kiar" diplomacy.



KING'S CROSSING

A village in New York, United States. "Milk" from the three Skrull cows infected the entire town, giving the locals shape-changing powers and causing them to become xenophobic and work tirelessly to produce more and more "milk." The FF synthesized an antidote. Townspeople included sheriff Chet Rollins, mechanic Jack Strzltski, hotel owner Barney White, and locals Emmett and "Tiny."

REFERENCE: *Fantastic Four Annual* #17

ANALYSIS: The events which took place in this isolated human town proved irrefutably that Skrull DNA is dominant over that of a lesser species, and can turn an indolent human into a productive and obedient pseudo-Skrull. Though sullyng Skrull purity by mixing our DNA might seem initially abhorrent, we should consider that by doing so we might bring His love to them; Skrull DNA is Holy, and while blended Skrull/human DNA is impure, it is surely still more blessed than human DNA untouched by our purity. Besides, we can always use more expendable troops to deploy against our other foes. Something to consider as your plan to take Earth as our rightful possession unfolds...



**KING'S
CROSSING**

KRAVO

A general, part of an operation on the Djaigon throneworld to impersonate the prince at his coronation. He and his troops were defeated by She-Hulk, and the plot was presumably foiled by the rest of the FF.

REFERENCE: *She-Hulk* (2005) #3

ANALYSIS: Yet another career soldier undone by the conniving and accursed Fantastic Four, Kravo was a victim of one of Earth super-championdom's most aggravating traits, the inability to simply mind their own kolking business. What are the Djaigons to humanity, or humanity to Djaigon? What should have been a routine infiltration and coup became a fiasco with the FF's interference. Once under our control, however, Earth's obsessive interference can be turned to our advantage, when what the rest of the universe sees as typical meddling can be guided to where said meddling will do the best for the Empire and, if necessary, the worst for any Earth champions who evade our control.



KRAVO

KRALIANS OF KRAL IV

A Skrull society so enamored of Earth's gangster period of the early 20th century that they emulated it. Prominent Krallian Skrulls have included:

- Boss Barker ran the gladiatorial games until an uprising. Employer of Whitey.
- Slavekeeper Napoleon G. Robberson (and his slaves), employer of One-Eyed Joe.
- Lippy Louie, Barker's rival and owner of the Mekkan robot Torgo.
- Floyd Donahue, owner of the massive zeppelin-ship the Big Casino (and sub-ships like the World War I-era Spirit of Coolidge), and employer of Eddie, Louie (I) and Rocco, among others.
- Biggie Smalls, employer of Barnsworth and Louie (II), who took over the games.
- Poog, allied with double agent Bumpy Johnson.

KRALIANS OF KRAL IV

The Krallians purchase victims (such as their idol, "Machine-Gun" Martin, a human abducted in the 1930s from the streets of New York City's Lower East Side) from various slave-masters to fight in their gladiatorial arena. Also, some Krallians have decided to emulate Earth's 1960s civil rights movement, including impersonating Martin Luther King Jr. and Malcolm X.

All ten planets in the Kral system are themed resorts, emulating different planets. One Kral resort (possibly elsewhere on Kral IV) emulates Earth's medieval period, and is inhabited by the Dark Knight of Astrolon.

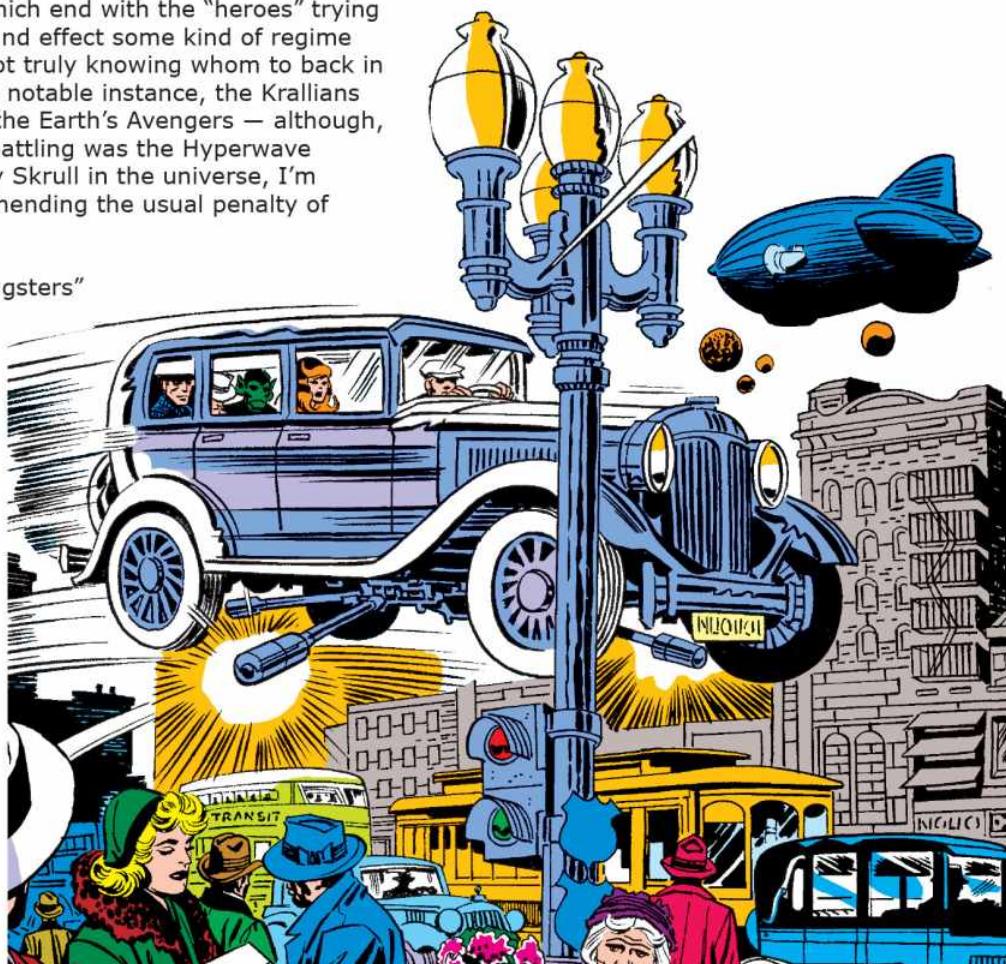
REFERENCE: *Fantastic Four* #89-93 and 173-174, *Marvel Two-in-One* #45, *Avengers Annual* #14, *Spider-Man Team-Up* #2, *Black Panther* (2005) #31-34

ANALYSIS: While the Kral system is viewed by some as a carefree vacation spot, and by others as an alternative lifestyle choice, I view it as an abomination against the true Skrull way of life. The main "attraction," if you will, is Kral IV — a society where our people have chosen to live, and operate, as humans! They worship a violent period of Earth's history where major cities were run by organized crime, and entertain guests who wish to spend a week as a "gangster," all the while feuding with each other for territory, speaking in disgusting Earth slang, and generally embarrassing all right-thinking Skrulls.

Kral IV is also the permanent site of the Empire's barbaric gladiatorial arena, and attracts slavers from across the galaxy whom sell hapless aliens to Krallians with names like "Napoleon G. Robberson" and "Lippy Louie," to fight to the death for the amusement of these degenerates.

The Skrulls of Kral have had several run-ins with earth superhumans, most of which end with the "heroes" trying to overthrow the planet and effect some kind of regime change. (I find myself not truly knowing whom to back in those situations.) In one notable instance, the Krallians actually teamed up with the Earth's Avengers — although, as the threat they were battling was the Hyperwave Bomb, a menace to every Skrull in the universe, I'm inclined to forego recommending the usual penalty of painful death.

Still, these so-called "gangsters" are a disgrace to the Empire. Despite the experience they've had battling Earth's superhuman population, I suggest that we leave them on their backwards little planet, in their remote little system, and deny them any of the righteous glory of our current campaign.



KREDDICK

Skrull ambassador to the Intergalactic Council, argued that humans were a danger and that the council should take action against them. Demanded trial of mankind by M'Ndavian Justice, Earth was found guilty and briefly transformed into a prison planet.

KREDDICK

REFERENCE: *Maximum Security: Dangerous Planet*

ANALYSIS: Kreddick's complaints stemmed primarily from Earth-mutant Charles Xavier's interaction with mutants of our own race, whom he naively encouraged to seek freedom and respect instead of the enslavement or death they customarily receive. That complaint notwithstanding, it was most unbecoming to, before a multi-galaxy assembly, admit the Empire's inability to halt human interference even on so modest a scale, with no planet or invasion plan at stake! Moreover, Earth's brief use as a prison world during the so-called "Maximum Security" incident was a disaster, since, as perusal of these very documents makes clear, alien visitors — the Kree Captain Mar-Vell, the Shi'ar Deathcry, Ariel of the Coconut Grove, Century, Googam, Hepzibah, Thor Girl, the Silver Surfer himself, to name only a few — adhere to Earthly interests with unnerving frequency, as even some of the condemned prisoners did to end what proved to be a covert Kree scheme. Perhaps needless to add, a success in initiating Earth's destruction would have, as we now

know, been a slap in the face of the First One's ultimate plan, making Kreddick a thoroughly misguided wretch no matter how things turned out.



WASSILY KUROV IMPOSTER

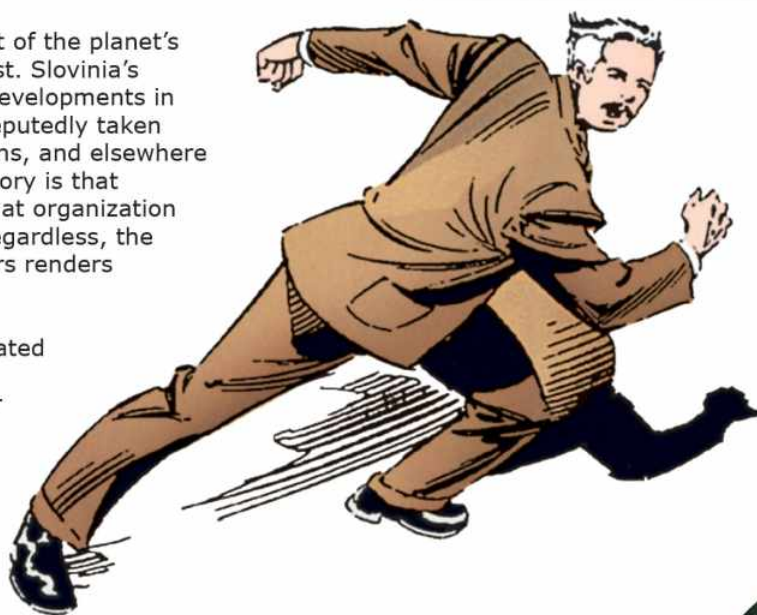
Skrull infiltrator who replaced the President of the Baltic nation of Slovenia. Skrull Kill Krew discerned his identity but were unable to kill him.

WASSILY KUROV IMPOSTER

REFERENCE: *Skrull Kill Krew #2-3*

ANALYSIS: Earthly politics throughout most of the planet's Eastern Hemisphere tend to be murky at best. Slovenia's status has received little media interest as developments in the Middle East (where another Skrull has reputedly taken power in Kuwait), China, Latveria, the Balkans, and elsewhere claim most of the public's attention. One theory is that Slovenia used Hydra's interest to infiltrate that organization to embark on the Sensational Hydra ploy. Regardless, the high infiltration level of our current endeavors renders Slovenia of little import at this time.

As to the matter of the Skrull who impersonated Slovenian leader Wassily Kurov, his current location has not been detected by any of our intelligence agents. His poor performance under the fire of the Skrull Kill Krew, however, does not indicate he is an agent worth employing for our final secret invasion. Moving on...



KRIMONN

Also known as: **Dr. Spectrum's Power Prism**

Krimonn, aka Dr. Spectrum's Power Prism — tried to overthrow emperor years ago and was punished, transformed into a prism and rocketed into space. Found and given energy powers by the Grandmaster. Was sent to Earth, where Dr. Kinji Obatu found him and used him to become the villainous Dr. Spectrum. Krimonn jumped hosts a few times, taking over the Wasp and Thor, but was eventually dispersed. (Note: Recent science reports claim that Dr. Spectrum's power prism was, instead, part of the Lifestone Tree that empowered the Chosen Eight of Fate. The most logical scenario we see to explain this is to assume that when the Grandmaster was granting Krimonn powers, he did so by merging Krimonn with the lifestone, or transferring his mind into it, or transferring its power into his prism form.)

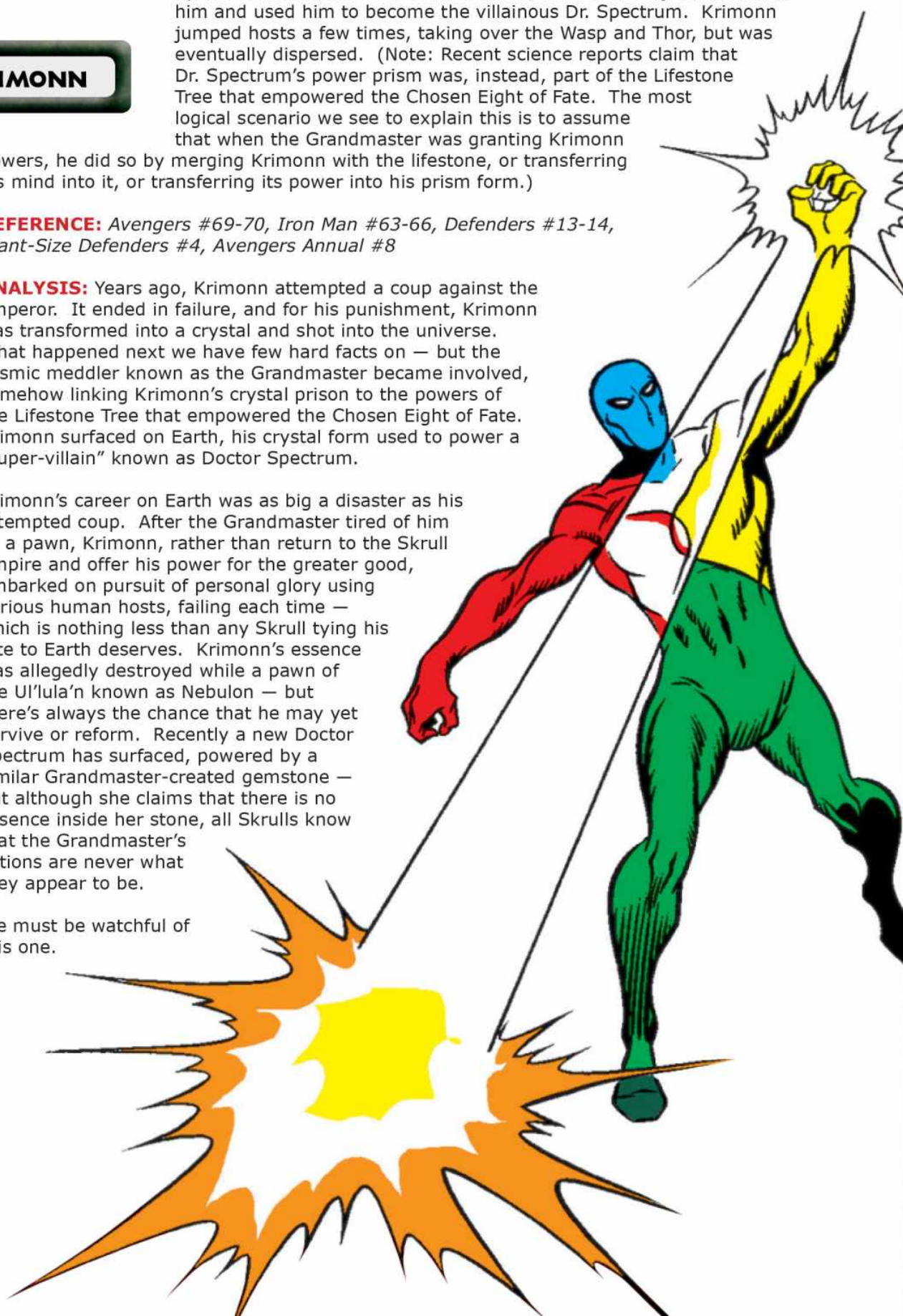
KRIMONN

REFERENCE: *Avengers* #69-70, *Iron Man* #63-66, *Defenders* #13-14, *Giant-Size Defenders* #4, *Avengers Annual* #8

ANALYSIS: Years ago, Krimonn attempted a coup against the emperor. It ended in failure, and for his punishment, Krimonn was transformed into a crystal and shot into the universe. What happened next we have few hard facts on — but the cosmic meddler known as the Grandmaster became involved, somehow linking Krimonn's crystal prison to the powers of the Lifestone Tree that empowered the Chosen Eight of Fate. Krimonn surfaced on Earth, his crystal form used to power a "super-villain" known as Doctor Spectrum.

Krimonn's career on Earth was as big a disaster as his attempted coup. After the Grandmaster tired of him as a pawn, Krimonn, rather than return to the Skrull Empire and offer his power for the greater good, embarked on pursuit of personal glory using various human hosts, failing each time — which is nothing less than any Skrull tying his fate to Earth deserves. Krimonn's essence was allegedly destroyed while a pawn of the Ul'lula'n known as Nebulon — but there's always the chance that he may yet survive or reform. Recently a new Doctor Spectrum has surfaced, powered by a similar Grandmaster-created gemstone — but although she claims that there is no essence inside her stone, all Skrulls know that the Grandmaster's actions are never what they appear to be.

We must be watchful of this one.



LYJA

Also known as: **Alicia Masters Imposter, The Lazerfist**

Former lover of Paibok, assigned to infiltrate and replace Alicia Masters. Romanced Human Torch when Thing took leave of absence, developed real feelings for him. Later bio-engineered, given "lazerfist" powers. Loyalties wavered between Skrulls and FF for some time. Eventually sided with FF, took on human identity of "Laura Green," vanished.

REFERENCE: *Fantastic Four* #265-356 (as Alicia Masters imposter), *Fantastic Four* #357-416 (as Lyja), *Namor* #50, *Spider-Man Unlimited* #5, *Incredible Hulk* #417, *Fantastic Force* #7-9, *Atlantis Rising* #1-2, *FF Unplugged* #2-4, *FF Unlimited* #12, *Avengers Unplugged* #3, *Tales of the Marvel Universe* #1

ANALYSIS: Lyja's perfect infiltration of the Fantastic Four was a palpable victory for the empire. It would have been an abiding one had she not succumbed to the bane of intelligence agents such as she: assimilation of the values held by her enemies. True love for the human Johnny Storm compromised her loyalty to the empire; even when her superior, Captain Paibok, granted her superior powers for another chance, her compassion for her foes weakened her resolve. Still, Lyja's comprehension of the human threat and her knowledge of Earth is far more comprehensive than virtually anyone else. If we can turn that to our advantage in some way, she would be an immeasurably potent asset to a quick strikeforce for the invasion.

LYJA



KYLOR

Would-be emperor during the Skrull civil war. Served by second-in-command Ripan, Commander Krilok, envoy to Zenn-La Ptakr, spy Al'Arok and Nenora's lover Aptak. Had previously sent Nenora into Kree space to spy. Declared war on the Kree after they learned of the Skrulls' inability to shape-change, restarting the Kree-Skrull War. Was led into an ambush and seemingly killed by Nenora, but may have survived.

KYLOR

REFERENCE: *Silver Surfer* (1987)
#2-13



ANALYSIS: Of all the planetary governors who sought to claim the throne of the empire during the Skrull civil war, few were as well connected or gathered as large a following as did Kylor. At the time, the Skrulls had lost their natural ability to shape-shift, and all were stuck in whatever forms they happened to be wearing at the time of the detonation of the Hyperwave Bomb. Kylor took advantage of what most others considered a catastrophe, and had dozens of agents infiltrate several key civilizations throughout the universe. Kylor was also among the most aggressive of the governors who coveted the throne, and was the first to declare war on the Kree Empire after our eternal enemies learned that we had been deprived of our shape-shifting ability. Kylor recognized the value of maintaining spies and of thoroughly infiltrating other worlds. He only met with defeat when he allowed one of his underlings to become too powerful: Nenora, who had been living among the hated Kree, betrayed him and caused his death.

We should seek to emulate Kylor's resourcefulness, and to follow his effective strategy of sending agents to infiltrate deep into our enemy's societies. We should also learn from his mistake that none of our agents must become too powerful, lest they forget that they serve the empire, and let personal ambition overcome their loyalty. Many of the lessons and strategies of Kylor are being synthesized into a learning module for invasion trainees.

MONSTROID

MONSTROID

Also known as: **Ballox / 7NH54**

Experimental android scout, equipped with augmented strength/endurance, multiple sensory array, energy discharge, adaptation capacity, etc. Crashed during Earth skirmish of Kree-Skrull War. Salvaged and used for crimes by Puppet Master, inadvertently interfered with mental frequencies of Earth synthezoid Vision. Defeated by Vision and Spider-Man (Peter Parker). Later reprogrammed by minions of sorcerer Master Khan, defeated by Iron Fist (Daniel Rand). Presumably in custody of SHIELD or other government agency.

REFERENCE: *Marvel Team-Up* #5, *Marvel Premiere* #24

ANALYSIS: At the time, the disappearance of the 7NH54 Prototype went unnoticed in the general chaos of forced withdrawal from Earth and subsequent contingencies spawned by the incursion/debacle of Reed Richards, Tony Stark, and the rest of their secret group of Earth heroes against Emperor Dorrek VII. Reports of its brief deployments by Earth super-miscreants indicate the device merits closer consideration; imperial research archives are being searched for any relevant data on its creation, and its recovery from whichever Earth containment facility holds it may be conducted as desired.





MORFEX

Captain of the multi-species Cosmic Commandos, posed as an Axi-Tun. Betrayed by his teammate Stenth during an attempt to arrest Quasar, true form revealed. He and another teammate, Gladiator's cousin Xenith, joined Quasar's newly formed Star Masters.

REFERENCE: *Star Masters #1-3, Cosmic Powers Unlimited #4-5*

ANALYSIS: Captain Morfex held a prestigious position infiltrating the intergalactic union of the Charter, but he surrendered his post to ally himself with a menagerie of interstellar vigilantes. With Galactus' herald Silver Surfer, Strontian warrior Xenith, Korbinite defender Beta Ray Bill and alleged "Protector of the Universe" Wendell Vaughn of Earth, they briefly banded together as the Star Masters. Morfex had adopted the guise of an Axi-Tun for his assignment and appears to have gone native, to the point of playing kingmaker on the Axi-Tun homeworld. With Landar now king over the Axi-Tun, a new policy founded on xenophobia has been established, which has rendered infiltration all the more difficult. Morfex has much for which he must answer.

MORFEX



MORRAT

MORRAT

Warlord, and Anelle's fiancée. Caused the death of Franklin Storm, father of Fantastic Four's Sue and Johnny Storm, in an attempt to kill the FF. Executed by Dorrek VII for his ambitions to overthrow him and take the throne.

REFERENCE: *Fantastic Four #37*

ANALYSIS: Warlord Morrat inflicted a grievous wound on our nemeses the Fantastic Four when he engineered the demise of Franklin Storm. For all this he would be remembered today as the empire's teeth; such a pity that Morrat's ambition pitted him against Dorrek VII — had he but bided his time he might have proved a capable leader after the Galactus tragedy, when the empire was crying out for men of vision. As it is, Morrat's name will forever be synonymous with treachery.



MROK

Ensign on a ship orbiting Saturn, apparently preparing to invade and conquer Earth. Driven to pure bliss and destroyed by the alien "Mithras" messiah as it passed.

REFERENCE: *Deadpool* (1997) #24

MROK

ANALYSIS: A report from this ensign is the only clue we have as to what destroyed his ship with all hands. Orbiting the planet Saturn on a preparatory mission against Earth, Mrok's final transmission was unusually pacifistic — he repeatedly stressed that "everything was fine." However, the last image we received showed a hideous grin on his face, and a moment later, his ship self-destructed. We can only assume that the Earthmen are responsible ... another set of Skrull lives that they must be made to pay for.



MURAITAK

MURAITAK

A Skrull who joined the Xandarian Nova Star-Corps and served under Queen Adora.

REFERENCE: *Nova* (1994) #15-16

ANALYSIS: Some might call Muraitak a traitor for consorting with Xandarians, our one-time challengers for galactic power, but, with the impractical idealism typical of many mammalian species, Xandar's Nova Corps was sworn to the protection of ALL worlds regardless of alliance or enmity, and his presence in their ranks held much potential for goodwill toward Skrulls and the manipulation of same, whether he realized it or not. Regrettably, like all Nova Corps members save Earth super-champion Richard Rider, Muraitak was apparently slain by the Annihilation Wave, and political inconvenience or not, his heroism should not be ignored. Besides, it's not as if he was working for the KREE...

NENORA

A spy for Kylor, trapped in Kree form during the Skrull civil war. Took over the Kree Empire, used it to make war on her own people. Ruse publicly revealed by S'Byll, who transformed her back to Skrull form, ending the recently restarted Kree-Skrull War.

REFERENCE: *Silver Surfer* (1987) #6-31

NENORA

ANALYSIS: The greatest traitor to ever emerge from our race, Nenora's existence is a permanent stain on our race's glorious history. Nenora infiltrated the hated Kree Empire as an agent of the throne-seeker, Kylor, during the Skrull civil war. However, she betrayed and killed her commander after she had become the ruler of the Kree Empire and used the vast resources of our greatest enemies to wage war against her own people. Ironically, Nenora was also the key factor in the victory of the Skrull Empire during the second Kree-Skrull war, as when her ruse was revealed, our cursed enemy's empire was left temporarily leaderless, and shaken to its abominable foundations. For leading our eternal adversaries against us, Nenora has earned an eternity of infamy, and her name can only be uttered in disgust.



PAIBOK, THE POWER SKRULL

Came up with the plan to send his former lover Lyja undercover as Alicia Masters. Was later bio-engineered, gaining various super-powers. Used the giant ship War World as a base until it was destroyed. S'Byll branded him a traitor after he allied with alien criminal Devos.

REFERENCE: *Fantastic Four* #358, 366-383 and 390, *Thing: Freakshow* #1-4, *Drax the Destroyer* #1-4, *Annihilation Prologue*, *Annihilation* #2-3, *Annihilation: Heralds of Galactus* #1

ANALYSIS: Captain Paibok spearheaded the placement of Lyja amidst the Fantastic Four, masterfully insinuating her in the place of their associate Alicia Masters; he also helped revive the Super-Skrull initiative by adapting his own Power-Skrull abilities. In spite of this, Paibok has brokered two calamitous disasters: first, the betrayal of Lyja, an act that undermined what was otherwise an incredibly successful mission (and one which Paibok should have anticipated); second, a partnership with the murderous Devos that nearly destroyed a throneworld. Paibok was said to have been captured by the forces of the Annihilation Wave. If he survived, one hopes he may yet prove competent. We have a team of investigators trying to determine his whereabouts.

PAIBOK, THE POWER SKRULL



PLEASANT VALLEY

Small town of just under 3,700 humans in Wisconsin, United States. Completely replaced by Skrull sleeper agents. Major nerve center of then-ongoing Skrull infiltration of every city in the US. A tech-powered Skrull version of the FF was also based in town, presumably for its protection. Wiped out by

PLEASANT VALLEY

the Skrull Kill Krew.

REFERENCE: *Skrull Kill Krew #4-5*

ANALYSIS: Pleasant Valley was the lynchpin of a significant expenditure of manpower and effort on the part of the Skrull Empire, and reviewing the historical records of its destruction leave me palpably angry. At the time, our Empire had begun an all-out infestation of the planet – an attempt to replace key figures in every major city on the planet simultaneously, in an effort to create paranoia, pandemonium and total chaos. Pleasant Valley was where our sleeper agents resided until they were reassigned – nearly four thousand loyal soldiers in all, brainwashed with banal human identities and given a Skrull version of the accursed Fantastic Four to protect them. The humans known as the “Skrull Kill Krew” marched into town and slaughtered them all – then went on to crisscross the globe and chase down most of our other agents.

Five humans, five tainted filthy despicable humans, spitting on our Empire’s soldiers and destroying plans that were years in the making. This cannot go unpunished. When we take Earth, my Queen, Pleasant Valley should be made into a memorial park to commemorate our fallen faithful – and that park should be decorated with the Skrull Kill Krew’s intestines.



PRIME SKRULL

PRIME SKRULL

Last survivor of the “standard,” non-Deviant Skrull race, able to transform matter into other forms. He and his Skrull pursuer crashed on Earth in 1947, and were experimented on by the US military for decades. Tantalus’ allies, the Peacekeepers, rescued the other Skrull, and Blackwulf’s Underground Legion, enemies of Tantalus, rescued the Prime Skrull and nursed him back to health.

REFERENCE: *Blackwulf #2-10*

ANALYSIS: The Skrull Empire does not confirm the existence of this creature, alleged to be the sole survivor of our species’ unfortunate non-shape-shifting origins. Conspiracy theorists claim he was pursued to the Earthling land of Roswell by our forces; we were merely conducting environmental research. It is certain that no such creature could thrive within Earth’s own Deviant populace. Such tales are suited only for children — not rational, clear-minded grownups.

PRIME TEN

Ten prime Skrull warriors sent to Earth to obtain a prototype energy transmitter invented by Reed Richards. Impersonated Willie Lumpkin and Captain Marvel, among others, and were defeated by the FF and the real Mar-Vell.

REFERENCE: *Fantastic Four Annual #15*

ANALYSIS: Had we only set our sights more firmly on destroying the accursed Reed Richards at this time, our homeworld would not have been devoured. The example of the Prime Ten showed how easily our agents could infiltrate the most secure Earth installations in the guise of those they trusted implicitly, and how vulnerable its "heroes" were. A single agent proved sufficient to dispatch Richards' cohorts, and had Richards at his mercy, but regretfully his mission was to obtain a weapon against the ancient Kree foe, not to eliminate these threats, and he foolishly revealed his hand too soon. Still, we learned from this example, and more successful infiltrations of the Four's loved ones followed...



PRIME TEN

R'KIN

Runt of his family, unfit for combat duty. Became mechanic for warlord Baroness S'Bak's armada. Father N'Ala died in battle under the Super-Skrull's command years earlier. Initially idolized Super-Skrull, but became disillusioned and betrayed him to the Annihilation Wave. Mutilated and left to die by Super-Skrull as revenge.

REFERENCE: *Annihilation: Super-Skrull #1-4*

ANALYSIS: A mechanic in our engineering corps, R'Kin deserted his post to accompany Kl'rt on his mission to destroy the Annihilation Wave's Harvester of Sorrows. R'Kin did not return from this dangerous mission to the Negative Zone and is presumed lost to us; however, the success of the assignment is well known. Although R'Kin's worship of K'lrt may have caused him to betray the empire, there can be no doubt he gave his life for the good of us all.



R'KIN





EMPRESS R'KLLL

EMPRESS R'KLLL

Daughter of previous emperor, wife of Dorrek VII, mother of Anelle. Eventually slew Dorrek and ascended to empress. Continued war against Xandar, assigned Raksor to battle Bel-Dann to determine outcome of Kree-Skrull hostilities, sent assassins disguised as X-Men to kill the FF, sent agent to raise grandson Hulkling on Earth. Died when Galactus consumed Tarnax IV.

REFERENCE: *Fantastic Four* #206-209 and 257, *Uncanny X-Men* #137, *Fantastic Four Annual* #18, *Young Avengers* #9-10

ANALYSIS: Wife to Dorrek VII, the ruler who met his untimely end at R'Klll's own hands under allegations of weakness of character. While you were in exile, dear Queen, the Empress R'Klll helped usher in a more aggressive stance regarding Earth than we had experienced under her husband. Some credit her hardline stance towards the Shi'ar with the destruction of the Dark Phoenix being. Unfortunately, others have pointed to her lax spending on border security, which might have spared our throneworld from Galactus; this error cost the empress, her daughter Anelle, and billions of Skrulls their lives.

RACHMAN

The landlord of Lunatik's condo on the planet Bl'ix.

REFERENCE: *Lunatik #2*

ANALYSIS: A landlord on the backwater planet Bl'ix, this sniveling dung-dog is less than nothing, a seeming non-entity, simply one of many uncounted Skrulls who have been forced by circumstances to eke out livings elsewhere in the universe. He cares nothing for Earth and little enough for anything else. He is beneath our notice except for one thing: The building he manages was home for years to Lunatik, a hyper-evolving cosmic-level menace who battled and defeated Earth's Avengers. Lunatik himself is now apparently deceased, but who knows what wondrous weapons might be found in his residence — and what advantage over Earth's so-called "heroes" our armies might gain by obtaining them. With your word, Queen Veranke, we will dispatch an envoy to investigate...



RACHMAN

RAT PACK

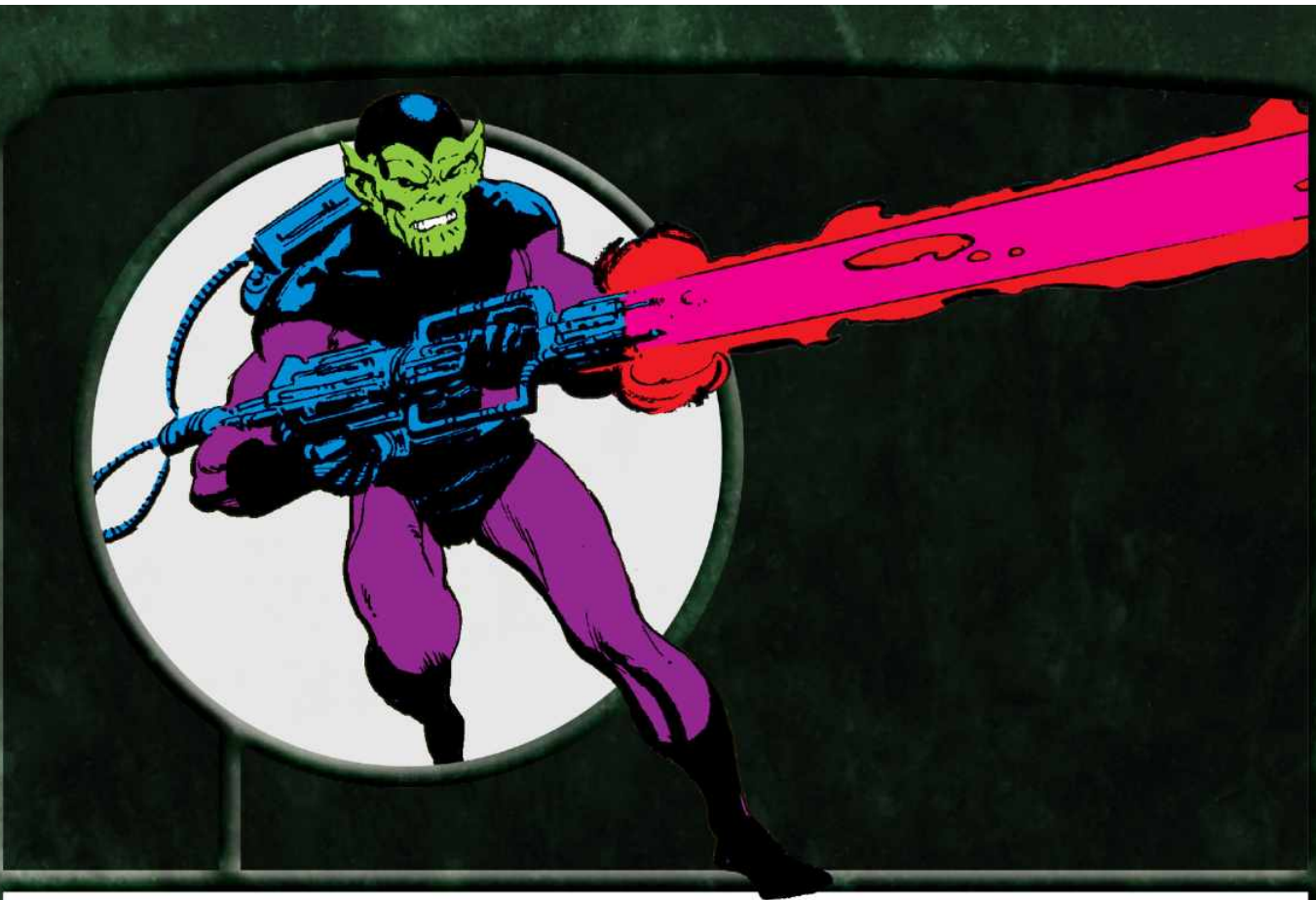
Band of human criminals. Individually referred to as Numbers One, Two, Three and Four. Leadership usurped by Super-Skrull (then assuming the name "Joshua Plague") while stranded on Earth. Ranks increased by "Number Five," a robot in Super-Skrull's service. Acquired Soul-Catcher, fought Red Wolf and Tigra, abandoned Super-Skrull when he revealed his true identity and Number Five was destroyed.

REFERENCE: *Captain Marvel #20, Marvel Chillers #3, 5-7*

ANALYSIS: It is unfortunate that Kl'rt, the Super-Skrull, had once again been stranded on Earth, but to dishonor himself by consorting with humans is simply another moment in his catalog of shame. The folly of depending on humans to further a Skrull cause in any meaningful way is clearly illustrated in this sorry episode. Leaving aside the allegiances that even the worst among them, like these Ratpackers, may have towards their fellow humans, there is the self-evident fact that they are not Skrulls. They are imperfectly created and unworthy by default.



RAT PACK



RAKSOR

RAKSOR

Sent by R'Klll to the Blue Area of Earth's moon to witness the Trial of the Phoenix. Began a battle with the Kree Bel-Dann that lasted for months, until both leaders decided that its outcome would determine the contest between their races. As determined by Uatu the Watcher, the battle ended in a draw. Later, Raksor broke Prince Dezan out of prison and brought him to the Big Casino in an attempt to stop the detonation of the Hyperwave Bomb.

REFERENCE: *Uncanny X-Men #137, Fantastic Four Annual #18, Avengers Annual #14*

ANALYSIS: Raksor was a loyal warrior in the service of our Empress R'Klll; who could have foreseen that his duties would bring him to bear witness to the final hours of the Dark Phoenix? Raksor was sent to verify — and perhaps ensure — that the Phoenix would perish, but Kree interference waylaid him. Although the Phoenix died that day it would rise again, true to its nature. Raksor remained ever loyal to the royal family, bringing forth the outcast Prince Dezan after the fall of R'Klll. His stature as one of the greatest warriors in Skrull history puts him in rare company. His religious beliefs are unknown, but if his loyalty and skill could be turned to His cause, he would make a fine leader in the invasion army.





RAVEN'S PERCH

Town in New Jersey, United States, where a small number of Skrulls live in relative secret, posing as human. One of the younger Skrulls dated a Kree girl using the name Leigh Marshall, also posing as human in town with her father.

REFERENCE: *B-Sides* #1-3

ANALYSIS: Raven's Perch stands as testimony to the ability of Skrulls, Kree, humans, and others to co-exist in comparative peace. This godless locale should be utterly obliterated at the first opportunity.

RAVEN'S PERCH



RAZE

Born without the ability to shape-shift. Became a bounty hunter when his brother Vranx killed their parents, and pursued him, becoming more brutal as time passed. Managed to kill Vranx with the Silver Surfer's unwitting assistance, and the Surfer vowed to bring him in.

REFERENCE: *Silver Surfer* (1987) #89-90

ANALYSIS: Raze was born without our natural ability to shape-shift, and as such he is deprived of our race's most valuable weapon. He could not have been effective as a direct participant in the current infiltration of Earth. However, he makes up for his lack of shape-shifting ability with his immense skill and single-mindedness, and would make a good soldier if nothing else. A shame that, as a bounty hunter, his only true loyalty is to himself.

RAZE



RESURRECTION STONE SEEKER

This unnamed Skrull sought an alien device that could revive the dead. The stone's previous owner, Krru, had sent it into Earth's past, so the Skrull blackmailed the Avengers into retrieving it. The Beast destroyed the stone and the Avengers defeated the Skrull.

REFERENCE: *Avengers* #209

ANALYSIS: This agent sought the Resurrection Stone, a mystical artifact that held the power to reawaken the dead. In those days before Galactus destroyed our throneworld, we could not have conceived of the usefulness this item presented. The agent's only failing is that he employed the Avengers to retrieve the Stone for him. Ever duplicitous, the humans destroyed the Resurrection Stone, exposing their contempt for the souls of the departed. The humans of Earth cannot be trusted with such a sacred object.

RESURRECTION STONE SEEKER

S'BYLL

S'BYLL

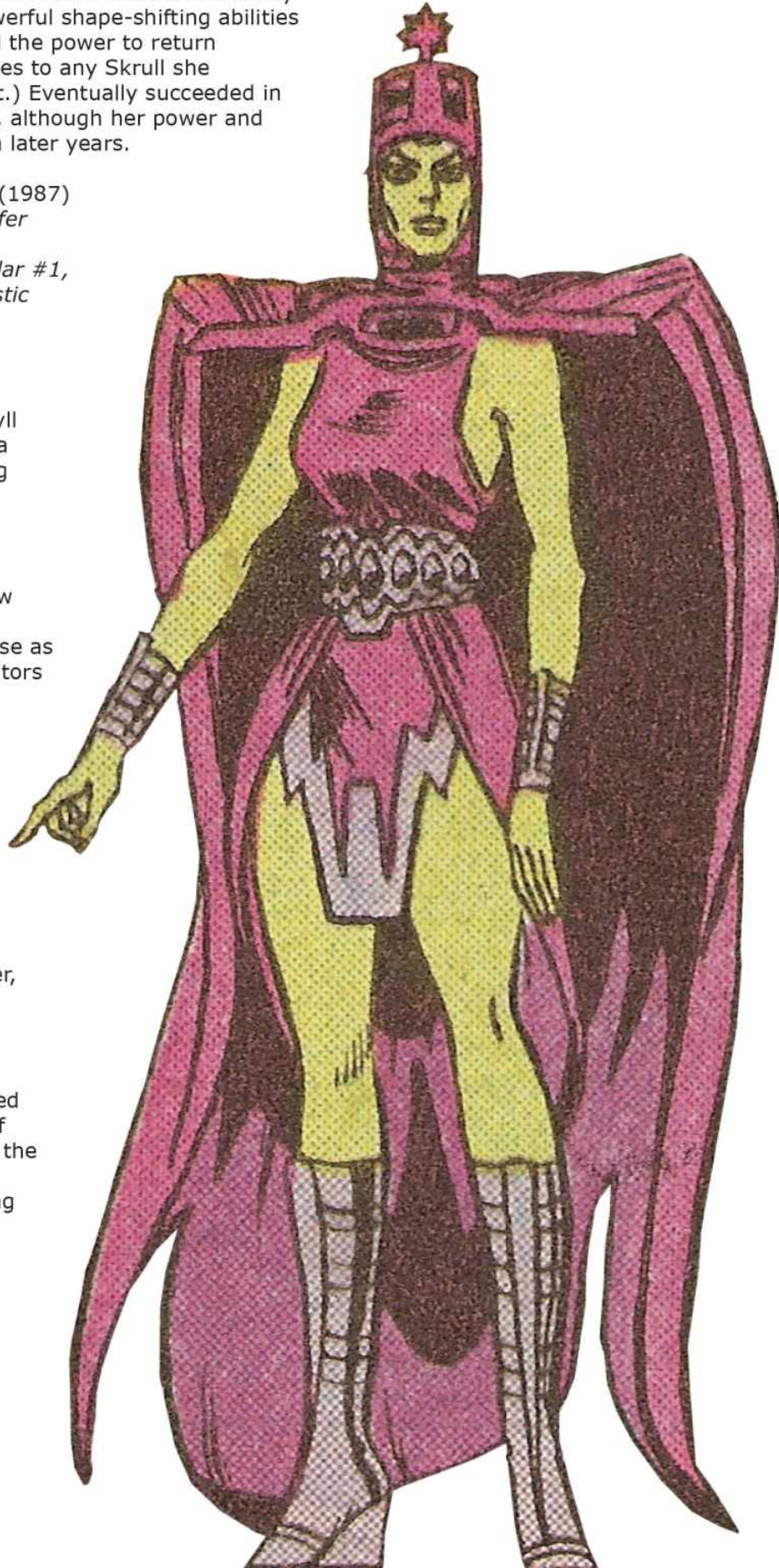
Would-be empress during the Skrull civil war. Served by Krat and First High Commander Zcrodd, subjects include Y'Til and St'Kr, allied with Cap'n Reptyl, the Super-Skrull and the Silver Surfer. Gained extremely powerful shape-shifting abilities and the power to return

normal shape-shifting abilities to any Skrull she touched. (St'Kr was the first.) Eventually succeeded in becoming the new empress, although her power and influence may have faded in later years.

REFERENCE: *Silver Surfer* (1987) #13-31, 105 and *Silver Surfer Annual* #1, *Impossible Man Summer Vacation Spectacular* #1, *Fantastic Four* #383, *Fantastic Four Annual* #24, *Infinity Gauntlet* #1

ANALYSIS: Born on the skrull world of Satriani, S'Byll has the honor and heart of a true Skrull warrior. Following the destruction of the Skrull throneworld by Galactus, S'Byll was one of hundreds of planetary governors who declared themselves the new emperor or empress. After significant struggle, she arose as one of the final five competitors for the throne. A brilliant tactician, S'Byll went to great lengths to gain the loyalty of Kl'rt, the Super-Skrull, and to maneuver the powerful Silver Surfer into an alliance.

After being given great powers by the combined efforts of Kl'rt and the Surfer, S'Byll personally led her forces in battle against our hated enemies, the Kree, in the second Kree-Skrull war. Her strong leadership allowed her to triumph in the face of overwhelming odds, ending the Skrull civil war, returning to her people the shape-shifting powers that are the Skrulls' birthright, uniting the empire, and defeating our hereditary enemies, the Kree. S'Byll has earned her place in history, and we would do well to remember her strength as a leader as we move on to newer and greater conquests...all in the glory of He who loves us.





S'BAK

S'BAK

Baroness S'Bak was the commanding officer to the Super-Skrull (K'Irt) in the early days of the Annihilation War. When K'Irt opted to take the fight to the Negative Zone, S'Bak disapproved and he was forced to turn rogue in order to embark on his mission.

REFERENCE: *Annihilation: Super-Skrull #1*

ANALYSIS: A powerful warlord, Baroness S'Bak commanded our forces in the early days of the campaign against the Annihilation Wave. It was said that she collaborated with the Kree, but the near-collapse of the empire leaves this data unsubstantiated.



DOC SAMSON'S PATIENT

DOC SAMSON'S PATIENT

Mentally disturbed, took over a space station, threatened to drop nuclear warheads on Earth. Talked down by Doc Samson and taken into SHIELD custody. Apparently considered himself to be one of the three Skrulls transformed by Reed Richards into a cow, but no known evidence substantiates this claim.

REFERENCE: *Doc Samson (2006) #1*

ANALYSIS: Another example of the psychological toll the Earthlings have taken on our agents. Too many clandestine assignments to Earth addled this particular Skrull agent's brain, leaving him susceptible to the machinations of one Dr. Leonard Samson. Samson perverted his victim's reasoning, convincing him to surrender the SHIELD facility he had captured. The mind of a Skrull agent must remain clear; the babble of a mere Earthling should be little more than a din to his ear. Vigilance is security, devotion is purity. This particular problem will not be an issue to the true believers of His Will in your employ, Queen Veranke...

SENSATIONAL HYDRA

Stranded on Earth with two lieutenants (one named Strzya), became mentally controlled by the Supreme Intelligence to create anti-alien xenophobia. Infiltrated Hydra and rose to lead it, then impersonated Captain America and, through his identity, claimed that one out of every 20 Americans was a Skrull, including the President. Made his lieutenants suddenly unmask to "prove" his point, caused riots and witchhunts across the US. Defeated by the Avengers, FF, and the real Captain America.

SENSATIONAL HYDRA

REFERENCE: *Captain America (1988) #3-7*

ANALYSIS: An ambitious agent who cleverly exploited the ever-ripe paranoia of Earth humans. Although he did not possess a large complement of officers, he was able to conscript humans to his cause by first infiltrating the organization Hydra. From there, he turned Earthers against Earthers by tricking them into thinking a full-scale invasion had already occurred. With perhaps another hundred agents, he could have claimed the entire planet for our people. There is much to admire in his plan...and much to learn from. A more comprehensive debriefing will be forthcoming, my Queen...



SHAPER OF WORLDS

Millions of years ago, Skrull scientists created the first Cosmic Cube. Emperor used it selfishly, Cube's developing sentience lashed out, destroyed two-thirds of Andromeda Galaxy's population and sent Skrull empire back to barbarism. Cube eventually developed into the Shaper, who uses others' imaginations to rearrange reality.

REFERENCE: *Incredible Hulk* #155, 190-191, 267, and 355-359, *Fantastic Four* #136-137, 319, *Captain America Annual* #7, *Avataars* #1-3

SHAPER OF WORLDS

ANALYSIS: One of the proudest achievements of the Skrull scientific community is also one of the best examples we have of the danger they present: millions of years ago, our race was the very first in this universe to invent Cosmic Cube technology. Drawing semi-sentient energy from the dimension of a powerful race known as "the Beyonders" and creating a device that reshaped reality at will should have made us the preeminent force in the universe. However, the emperor at the time was mad with power, and used the Cube selfishly — when the energy inside gained sentience it rebelled, and lashed out. The result, as all scholars know, was the destruction of a full two-thirds of the Andromeda Galaxy — and the reduction of our mighty empire to barbarism.

It took thousands of years to rebuild — and in that time, the first Cube evolved into the grotesque being known as the Shaper of Worlds. In a strange irony, the Shaper is able to alter reality into anything it can imagine — but it possesses almost no imagination, and has to seek out other beings for inspiration.

At first glance, the Shaper might seem like an extremely potent weapon to use against the Earthmen — but two problems present themselves: first, unless the Shaper consciously concentrates, all his creations eventually revert back to their original forms. And secondly, although he may appear Skrull-like physically, the Shaper has no loyalty towards our Empire — and in fact, has mentored at least two creatures with ties to Earth: Glorian, an Earthman empowered in a similar fashion, and Kubik, a Cosmic Cube "raised" on Earth — who in turn has mentored Kosmos, the composite Cube made up of the Beyonder and the Molecule Man, both of whom have strong ties to Earth as well.

The Shaper is potentially sympathetic to Earth, and may harbor ill will towards the Skrull Empire. Certainly he is demonstrably dangerous. I say, leave him to his own devices.



AGENT SIRI

Also known as: **Elektra Imposter**

AGENT SIRI

REFERENCE: *New Avengers* #27-32 and 40, *New Avengers: Illuminati* #5

ANALYSIS: The prototype of Dro'ge's infiltration-masking breakthroughs, agent Siri is a triumph in all respects. She has been stationed on Earth for over a year, posing as an assassin named Elektra Natchios. She has mastered the true Elektra's fighting styles, body language, and mental conditioning to an astonishing degree. She has come in contact with multiple people from the true

Elektra's life, including those with heightened sensory awareness such as Daredevil and Wolverine, and was not detected. She has assumed a position of power within a large clan of assassins called the Hand, which controls a large underground empire in the Earth nation of Japan, and she now wields considerable influence among them — influence that is entirely at your disposal, to use and manipulate as you see fit.

Siri is one of the faithful, my Queen, and believes utterly in your holy cause. She would perform any task to see it to completion, undertake any mission, risk all to see Earth claimed for our new throneworld. If the success that we have seen with her can be repeated in other corners of Earth's population, then I have every reason to rejoice — for soon, even as it is written, Siri and our other brave faithful will ensure that the scriptures will come to pass...





SKRAGG



SKRAGG

Mercenary hired by Thanos, along with the Super-Skrull, to help extract the secret of Rick Jones' Destiny Force. After two failures, Thanos turned him to stone.

REFERENCE: *Captain Marvel* #25-26

ANALYSIS: Somewhat lacking in the department of brute strength, Skragg took pride in his abilities as a master planner. His talents would have been valuable in our current struggle, in which deception and strategy are so essential. However, Skragg foolishly found employment under the Mad Titan, Thanos, and unsurprisingly met his end at the hands of his employer. Such is the deserved fate of those Skrulls who pledge their skills and loyalty to a master other than the empire itself — particularly one with such ambitiously inscrutable goals as Thanos.

SAMUEL J. SKRULL

Sent to invade Earth, ship crashed in Savage Land, was mistaken for a god by natives. Grew lonely, joined Impossible Man's family.

REVERENCE: *Impossible Man Summer Vacation Spectacular* #2

ANALYSIS: It took the torture of multiple agents before the empire was forced to accept the reports on this odd case. Although seemingly yet another deserter who abandoned the Skrull cause when it became too difficult, Samuel's success in ensconcing himself within the Impossible Man's Poppupian creche is of great potential use. Poppupians are notoriously apolitical, and Samuel may be useful to us in guiding the antics of his new "family." His authoritarian reputation in Earth's Savage Land, a hodgepodge of genetically altered creatures and ancient technologies, may likewise be of use.

SAMUEL J. SKRULL

SKRULL KILL KREW

Five humans who unwittingly ate beef from the slaughtered Skrull cows and gained shape-shifting powers and the ability to see through the disguises of Skrulls. Members are Catwalk (Kimberly Dee), Dice (Rob Fortune), Moonstomp, Riot (Heidi Slatkin), and Ryder. Though slowly dying from the effects of the beef, embarked on a mission to kill every Skrull on Earth. After performing many such Skrull killings, the Skrull Kill Krew faded away from public view, their whereabouts currently unknown.

SKRULL KILL KREW

REFERENCE: *Skrull Kill Krew #1-5*

ANALYSIS: There is nothing about these creatures that is not troubling from start to finish. It was vile enough that these humans acquired the powers of our race by consuming the flesh of our victimized brothers, literally feeding on the Skrulls turned into cows by the Fantastic Four and later defeated by the Avengers during the first Kree-Skrull War. Worse still, the Skrull flesh somehow enabled them to see past any guise that a true Skrull could deploy. It is fitting, perhaps, that these Skrull killers will inevitably die from their fate, but what does it mean that the scenario was created by their own government?

Such contempt for baseline-human and Skrull life as the Skrull Kill Krew displays is unprecedented. Moreover, Earth champions are notorious for a reluctance to kill without necessity, yet the Krew is guilty of even more Skrull deaths than the traitor Velmax. Yet these monsters are not without weakness: Catwalk is shallow, Dice careless, Moonstomp over-emotional, Riot rebellious, and none of them are overburdened with intelligence or experience. Only Ryder, who somehow forged these miscreants into a battle unit, is a wild card, many of his secrets kept even from SHIELD; to us, the mystery is whether to slay him outright or preserve him for interrogation on the Skrull flesh scheme itself.

My recommendation? Refer this file immediately to scientist Dr'oge. He is perhaps the only one who can make any use of this Skrull Kill Krew.



RYDER

CATWALK

MOONSTOMP

RIOT

DICE

SKRULL SLAVERS

Several Skrull ships roam the cosmos, abducting members of other races and selling them into slavery. In the 1930s, the first of the slave ships kidnapped gangster "Machine Gun" Martin from Earth and sold him to Kral IV. A Skrull Slave-Master kidnapped the Thing and sold him to Kral IV as well, the FF hero's destiny to fight in their gladiatorial arena. The New Mutants broke up a Skrull slaver ring disguised as a carnival in Kentucky, operated by "Sebastian," Horio, Gragnon, Rexor and his sister. The carnival fled, leaving Rexor behind on Earth, trapped in the form of a mouse.

SKRULL SLAVERS

REFERENCE: *Fantastic Four #89-93, New Mutants #92*

ANALYSIS: Slavery is a relatively recent addition to our culture, and one I am not sure I'm fully comfortable with. Our species conquers openly — our empire is made up of entire cultures that we have taken by force of will. Throwing individual aliens into shackles and buying and selling them like mud-worms seems ... beneath us.

That said, the fact is that in the last century or so, a sizeable number of Skrulls have gone into the slaving business. It has had generally positive results for our economy, but done little for our reputation — and some of the slavers' exploits have borne odd fruit. One of the very first slavers, for example, took a criminal named "Machine-Gun" Martin from Earth — and when he was purchased by the impressionable Skrulls on Kral IV, his culture eventually infected the entire planet, leading the Kral system to become the oddity that it is today. (Decades later, another slaver kidnapped Earth's brutish Thing, and brought him to Kral IV as well — where he did his best to tear the planet down around its inhabitants' round pink ears.)

Then there's the slave ring that poses as a carnival, setting up shop on each world and literally luring its prey in with promises of gaudy entertainment ... honestly, it boggles the mind where these slavers' dignity has gone. Although they have had many encounters with Earthmen, it's obvious to me that these people have lost their way — as well as their morals, their pride and more than likely their faith. Leave them to scrape in the dirt and victimize others to make a living ... our noble plans have no need of such foul tradesmen.



SKRULL X

Skrull robot sent to assassinate Xandarian Queen Adora during the Skrull-Xandar war. Had shape-changing powers, Super-Skrull abilities and energy blasts. Transported to the FF's headquarters, defeated, and eventually destroyed by the Human Torch.

SKRULL X

REFERENCE: *Fantastic Four* #204, 212 and 214

ANALYSIS: Only the blundering mismanagement of the Skrull/Xandar War could have produced this abomination, a foolish endeavor not so much for its failure as for its implications. Certainly robots are valuable tools, but what madness to give powers greater than our own to a robot, powers such robots could use to infiltrate and overwhelm us as easily as we do others!

When we were still trying to overcome the dual problems of duplicating the process that empowered Kl'rt and ensuring Super-Skrull loyalty, we tested robotic agents, such as Skrull X. Like Kl'rt, this robot could duplicate the accursed Four's powers, but all at once rather than only showcasing a single ability at a time. Intended to slay the Four, it encountered them ahead of schedule and its design flaws became swiftly apparent when Richards recognized it as an automaton and disabled it. However Skrull X proved resilient, and made a second attempt to fulfill its mission; though it failed, it managed to download and relay vital information about Earth's defenses to High Command, data which proved invaluable in preparing this campaign.

While the Fantastic Four doubtless preserved Skrull X's remains for study, they were likely lost during the first Baxter Building's destruction years ago. The alternative, that humans could rebuild and duplicate it for their own army of Super-Skrulls...it is painful to contemplate...

SL'GUR'T AND KLY'BN

Skrull War-God. "Great One". Said to have been "spawned" on the ancient capital world of Zaragz'na. The Super-Skrull prayed to Sl'Gur'T when he wished to disobey S'Byll and kill Cap'n Reptyl, and found guidance: "death before dishonor."

SL'GUR'T AND KLY'BN

REFERENCE: *Fantastic Four Annual* #24

ANALYSIS: The Eternal Skrull and the God of the Infinite Names. The Emperor and Empress of our beloved pantheon of gods.

Representing peace and stability, and war and change, their motto of "death before dishonor" on the lips of every one of the Skrull faithful. These almighty deities wrote the Book of Worlds, as you well know, and they smile down upon our endeavors — for are we not doing their holy works? Following their words and making glorious war in their name? I tell you this, Queen Veranke, you make the Skrull gods proud by your actions. And the day will come when they will step forward to take a direct hand in our struggle — and to reward us all for our faith.





SUPER-SKRULL

Also known as: **K'Irt**

SUPER-SKRULL

First successful product of Super-Skrull program, received FF's powers and hypnotic ability. Hero of empire until repeated failures against Earth heroes caused fall from grace. Trapped in gaseous form before Hyperwave Bomb detonated, retained shape-shifting powers when made solid again by Krat, helped S'Byll regain abilities. Father of Sarnogg (believed deceased) and Jazinda, loved by Lady Tenelle.

REFERENCE: *Fantastic Four* #18, 32 and *Fantastic Four Annual* #3 and 24, *Thor* #142 and 465, *Captain Marvel* #2-3, 25-27 and 53, *Avengers* #92-94, *Marvel Chillers* #3-7, *Marvel Team-Up* #61-62, *Alpha Flight* #9-10, *Power Man & Iron Fist* #111-113, 121 and 125, *Silver Surfer* (1987) #20, 25-28, 105 and *Silver Surfer Annual* #1, *Incredible Hulk* #374-375, *Namor* #8, 10, 14-18 and 25, *Quasar* #34, *Secret Defenders* #12-14, *Captain Marvel* (2002) #8-10, *Fantastic Four* (1988) #37, *Young Avengers* #9-12, *Annihilation: Prologue*, *Annihilation* #2-5, *Annihilation: Super-Skrull* #1-4, *Annihilation: Conquest - Wraith* #2-4, *Annihilation: Conquest* #2-6

ANALYSIS: Perhaps the most beloved, honored, feared and hated man in the empire, K'Irt has fought in virtually every major campaign of the last 15 years. Though his political opponents may call for his censure, they seem to be the first to demand his aid in dealing with Earthlings — and Earthlings are K'Irt's specialty, possessing the powers of their champions, the Fantastic Four. K'Irt has brought several Earthlings to their knees and led a desperate campaign against the Annihilation Wave when our empire was crumbling. He is a true patriot, one whose every action is the pattern by which all Skrulls must be measured.



TALOS THE TAMED

S'Byll's uncle, born without the ability to shape-shift. Became the most feared and respected Skrull warrior in the fleet, earning the name "Talos the Untamed," but was captured during the Kree-Skrull war and refused to commit suicide. Shamed, was renamed and thrown into disgrace. Regained some respect by battling the Hulk, but unknown if he ever regained his "Untamed" title.



TALOS THE TAMED



REFERENCE: *Incredible Hulk* #418-419, *Annihilation: Ronan* #2-4, *Annihilation* #1

ANALYSIS: Talos was born with a genetic defect that denied him the Skrulls' god-given ability to change shape. However, the same defect grants him phenomenal strength and endurance. A true warrior and extremely powerful, Talos' has become something of an outcast in the empire since sullying his honor after his capture by our hereditary enemies, the Kree. However, Talos' desire to regain his lost honor would seem to make him very pliable to our needs, as he is determined to redeem himself in the eyes of the empire, and he could be a very useful weapon in the battles that are sure to come. However, as he is lacking the ability to change shape, he could not personally participate in the infiltration of Earth. Nonetheless, he is ready and willing to serve, and could be most useful when our divine quest calls for a display of raw power.

3-D MAN

Also known as: **Chuck Chandler**

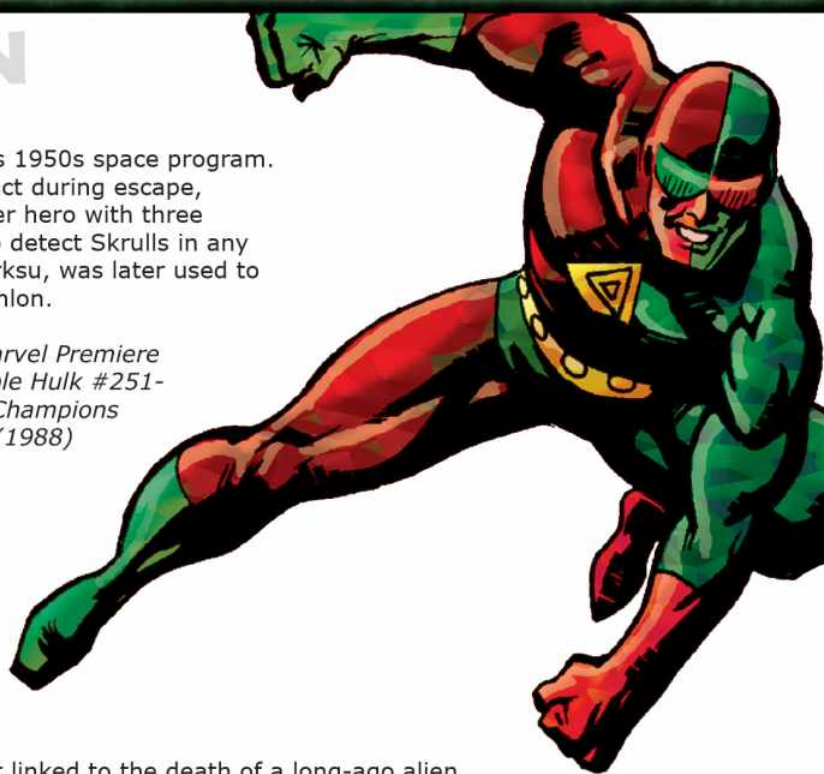
Pilot captured by Skrulls studying Earth's 1950s space program. Exposed to radiation from mystical artifact during escape, merged with brother Hal to become super hero with three times peak human abilities and power to detect Skrulls in any form. Repeatedly thwarted Skrull spy Zirksu, was later used to empower the Avenger code-named Triathlon.

REFERENCE: *Marvel Premiere* #35-37, *Incredible Hulk* #251-252, *Contest of Champions* #1-3, *Avengers* (1988) #50-55

3-D MAN

ANALYSIS: An embarrassing debacle. More than any other individual, the 3-D Man was responsible for preventing Earth from falling to our Holy Crusade during our first serious foray against it. 3-D Man represents one of the few times Skrulls actually contributed to the creation of an Earth super-champion; if, upon acquiring the "triple evil" artifact linked to the death of a long-ago alien Champion (possibly a Kymellian), the ship had immediately diverged to appropriate facilities for its study, its power might have been far more efficiently tapped by the Empire of a half-century ago. Both of the Chandler brothers are still alive: though the 3-D Man retired from action after a few years, he only recently began resurfacing after decades of inaction. His current whereabouts are unknown.

There is also his protégé Triathlon to consider: the mystical artifact's power was later manipulated by an Earthly religious cult, the Triune Understanding, which empowered the Avenger Triathlon, now a prominent member of America's Fifty State Initiative. As a living link to the "triple evil," he may place that power in our hands yet.



TANTALUS

An alien possibly created by the rogue Dreaming Celestial centuries ago. Inspired the Deviant races of many planets, including the Skrulls, to rise up and eliminate their "normal" races. Remembered to this day in the Skrulls' history books. Marooned on Earth for centuries.

REFERENCE: *Avengers* #371, *Thunderstrike* #5-7, *Blackwulf* #1-10

ANALYSIS: Some say he was created by the rogue Dreaming Celestial. But whatever his origins, the alien called Tantalus rallied our ancestors — then only one of three branches of Skrulls, the so-called "Deviants" — to rise up, slay the other branches and take the planet for our own. He is remembered to this day in our history books as an inspiration, as a force for racial purity and righteous Skrull dominance. Recently, an altercation with the last surviving Prime Skrull revealed his whereabouts — marooned for centuries, of all places, on Earth.

TANTALUS



TITANNUS

Criminal born without shape-shifting abilities. Early test subject for the Super-Skrull program, given super-strength and healing ability. Escaped, rampaged across homeworld, allied with Trellion ruler Toth. Brainwashed to bring Earth's heroes to Trellion, failed and blew his own head off. Head regenerated, but scientists implanted remote controls in his brain — is now immobile, in SHIELD custody.

REFERENCE: *Marvel Team-Up* (2004) #2-13 and 20-25

ANALYSIS: A powerhouse from the Super-Skrull program, this being might have been as honored today as Kl'rt, but he was not nearly as patriotic. Fleeing from his own benefactors he allied himself with the Trellions in a deluded belief that their Princess Amissa loved him. His madness pit him against the protectors of Earth; for all his might, he proved little more than a diversion to their experienced champions. However, just as Kl'rt has occasionally gone astray, perhaps Titannus can be brought back to our fold? This is a question that bears some investigation...

TITANNUS



VELMAX

Also known as: **Effigy / Jacob Scott**

Pilot of a Skrull ship that crashed on Earth in 1947. Took cover in identity of recently deceased Jacob Scott, began political career to gain high-level clearance necessary to access his impounded ship. Came to love America, took on identity of hero Effigy, contacted human journalist Bob Woodward as "Deep Throat" to bring down President Nixon. Died defending Earth from a Skrull invasion that claimed the lives of most of the First Line.

REFERENCE: *Marvel: The Lost Generation #1-12*

ANALYSIS: There are no words to adequately express the loathing I have for the sheer depth of Lieutenant Velmax's treasonous actions. Crashing on Earth sixty years ago, he took the form of an Earthman to survive — this I understand. Taking a job in their government, to better monitor the planet's political structure — also a sound tactical move. But as the years passed, he became so enamored of the American way of life that he actually used his shape-changing powers to become a "supe hero" — and turned on us so completely that when escape opportunities presented themselves, he actually slaughtered his would-be rescuers. As painful as it is to say, Velmax was instrumental in the utter destruction of one of the largest invasion fleets we have ever sent against Earth. Our one consolation is that doing so cost the filthy traitor his own life.

I have noticed an alarming trend during my research, of espionage agents becoming caught up in Earth culture, losing sight of their objectives. Velmax was an extreme example, but there is a lesson to be learned here — a lesson about the underhanded and unexpectedly seductive nature of Earth's culture. Given the long-term plans you are making, my queen, steps must be taken to prevent this phenomenon. We cannot allow this perversion of our agents to happen again.



VELMAX

VRANX

A criminal. Killed his parents, causing his brother Raze to become a bounty hunter and pursue him for years. Became fusion-enhanced and able to fire energy blasts, committed further murders. Battled the Silver Surfer, was finally killed by Raze.

REFERENCE: *Silver Surfer (1987) #89*

ANALYSIS: A sad case of wasted talent, Vranx had the savagery and resourcefulness necessary to be a very capable officer in service of the empire. Unfortunately, Vranx lacked true vision: his anger and hostility were misdirected while perpetrating dozens of petty crimes across three galaxies. Though he was full of potential, proven while holding his own against Galactus' misbegotten herald Norrin Radd, his lack of discipline makes his death at the hands of his brother, Raze, a small loss.

VRANX





WARSKRULLS

WARSKRULLS

Also known as: **The Host**

Rare branch of the Skrull race with an ability to mimic powers as well as appearances. Using a nexus amplifier, Warskrulls under the moniker of the Host impersonated the Starjammers and Professor Xavier of the X-Men, and attempted a coup of the Shi'ar empire. After the X-Men defeated them, the Warskrull genome was feared lost — although scientists, experimenting on Skrull mutants, seem to have recreated it with some success. The X-Men recently encountered some Warskrulls who had taken over a remote Shi'ar space station.

REFERENCE: *Uncanny X-Men* #275-277, 466 and 478

ANALYSIS: Amongst the most skilled of the empire's operatives, the Warskrulls increased our understanding of the abilities possessed by Shi'ar and Earthling superhumans, using cybernetics to enhance the duplication process. The Warskrulls' bids to conquer Shi'ar space were constantly impeded by human interference, although it did afford unique opportunities to examine the abilities of the mutant X-Men. Our Warskrull files are a trove of information that our scientists are still combing through, and their yield will be considerable when the final data is compiled. The premiere Warskrull agent Flaw is now a servant to the Shi'ar in their Death Commandos (see separate entry)...but only until the day we fly the flag of the empire on Chandilar! A day, God willing, that will be not long in coming.

WOLVERINE IMPOSTER

Member of faction allied with Apocalypse. Locked permanently into Wolverine's form and given psychological template to fool telepaths. Impersonated Wolverine to hide his abduction and to undermine trust in Professor Xavier. Killed by original Wolverine, now a thrall of Apocalypse. Skrull scientists, unable to fully recreate Wolverine's healing factor, abandoned plans to insert a second imposter into the X-Men when the team discovered Apocalypse's alliance.

REFERENCE: *Wolverine* #140-145, *Uncanny X-Men* #371-372 and 375, *X-Men* #92 and 95, *Astonishing X-Men* (1999) #1-3, *Gambit* (1999) #8

WOLVERINE IMPOSTER

ANALYSIS: One of the more effective infiltrations in our history with Earth. When the faction of the Empire that had allied with the mutant Apocalypse received a request for an agent to impersonate Wolverine of the X-Men, they had to make sure they had every angle covered. In addition to being one of the more technologically advanced groups on the planet, the X-Men are also incredibly emotionally intimate — not to mention the large number of members with telepathic powers.

Chief scientist Granok's results were masterful. He used the old-style permanent morphosis in order to keep the agent from possible reversion. He also implanted a variable psychic template taken from the real Wolverine, both to fool telepaths and to ensure that the agent's actions, body language and mannerisms remained as close to Wolverine's as possible. The agent fooled the X-Men for weeks — eating, sleeping and breathing as Wolverine.

The only drawback, a breakthrough that Granok could not complete in time, was the recreation of Wolverine's healing factor — and this was the agent's downfall. Although using Wolverine's agility to avoid harm most of the time, he was unable to survive a lethal sword wound to the chest — and after his demise, the X-Men studied the body and eventually uncovered the truth. Granok was eventually able to recreate a less powerful healing factor for a second Wolverine imposter that was ordered, but when the X-Men located our base, the project was scrubbed and Apocalypse moved to the next phase of his plans.

It is important to note that, after studying the agent's body, the X-Man known as the Beast created a chemical gas with the ability to transform Skrull soldiers back to their true forms. The gas has limited effectiveness, but I would still be wary.

If we make any move against the Earth mutants, we should take steps to neutralize this possible avenue of discovery.



WILCOX, OKLAHOMA

Small town in the Old West completely inhabited by Skrulls, mostly disguised as criminals, including Wild Bill Hickok and Jesse James. Rawhide Kid was impersonated by a Skrull named Kl'Rot. Presumably preparing for an invasion. Western heroes Kid Colt and the Arizona Girl wiped out the whole town.

WILCOX, OKLAHOMA

REFERENCE: *Marvel Westerns: Kid Colt and the Arizona Girl #1*

ANALYSIS: One of our first large-scale invasion attempts of Earth, and one of the most frustrating. Our spies successfully took over an entire town in a remote area of a promising young nation, and began practicing our mimicry of various notable figures. However — and this is the part that I cannot seem to comprehend — our plan was uncovered, and every single agent in the town

was murdered, by two humans — armed with nothing more than projectile weapons and explosives!

How could this possibly have happened? How did two mere humans — possessed of no superhuman powers, one of them an Earthling female, a notoriously weak part of the species — manage to obliterate an entire town of warrior spies? The mind boggles — and Wilcox's destruction set our plans for Earth back by nearly a century.



X-MEN IMPOSTERS (I)

Group of young Skrulls working for the Krellek Council, recently promoted from surveillance to espionage. Tasked with discrediting the X-Men, but came to sympathize with them and were recalled by a spy assigned to shadow them. Named as Bellok, Krillik, Orf, Rale and Trall, Council's spy was titled the Praetor.

X-MEN IMPOSTERS (I)

REFERENCE: *X-Men: First Class #6*

ANALYSIS: Records of this incident are fragmentary — but if true, this is why the young make terrible espionage agents. Apparently, the Krellek Council, for some reason, assigned a group of five surveillance cadets to impersonate the Earth mutants, the X-Men — and predictably, they almost immediately went off-task and had to be reined in by a Praetor. I highly doubt that these five agents still work as spies... but I would recommend against using them in your campaign — in any capacity.



X-MEN IMPOSTERS (II)

Trained in the X-Men's forms and sent to Earth by R'Kill to destroy the FF. Battled Gladiator and the FF, were defeated. Group's leader was titled Supremor, only named Skrull in the group was Henkor.

REFERENCE: *Fantastic Four* #249-250

X-MEN IMPOSTERS (II)

ANALYSIS: The audacious duplicity of these agents is like a cool repast in one's throat. Guised as the X-Men, the foursome successfully tricked the Shi'ar lapdog Gladiator into an assault upon the Fantastic Four. The waves of paranoia their presence caused almost brought the hated foursome to their doom, but even the might of Gladiator proved susceptible to Reed Richards' cursed intellect; in the end, Gladiator is no more than brute force and people who fear nothing of Galactus have little to dread in the application of force. These X-Men imposters might have succeeded in their gambit had they fomented greater fear and division in their foe's ranks. Still, theirs is a fine example of the disarray Skrulls can bring to the heroes of Earth in even a poorly executed plan...



XAVIN

Super-Skrull in training, can only use 1-2 powers at once. Child of deceased Prince De'Zean (uncle, Ewe'Fareek, is still alive). Betrothed to Karolina Dean to stave off invasion of Earth, attempted to use marriage to stop war between Tarnax VII and Majesdane. Failed, came to Earth, joined Runaways.

XAVIN

REFERENCE: *Runaways* (2005) #7-8 and 17-29, *Civil War: Young Avengers & Runaways* #1-4

ANALYSIS: A young Super-Skrull, Xavin was entrapped by a Majesdane pact into wedding the half-breed Karolina Dean of Earth. It seems that he has become thoroughly subordinate to his woman's directives, rendering his loyalties suspect. It seems that even in half-breeds, Earthlings possess a corruptive influence. Xavin is one to keep an eye on.



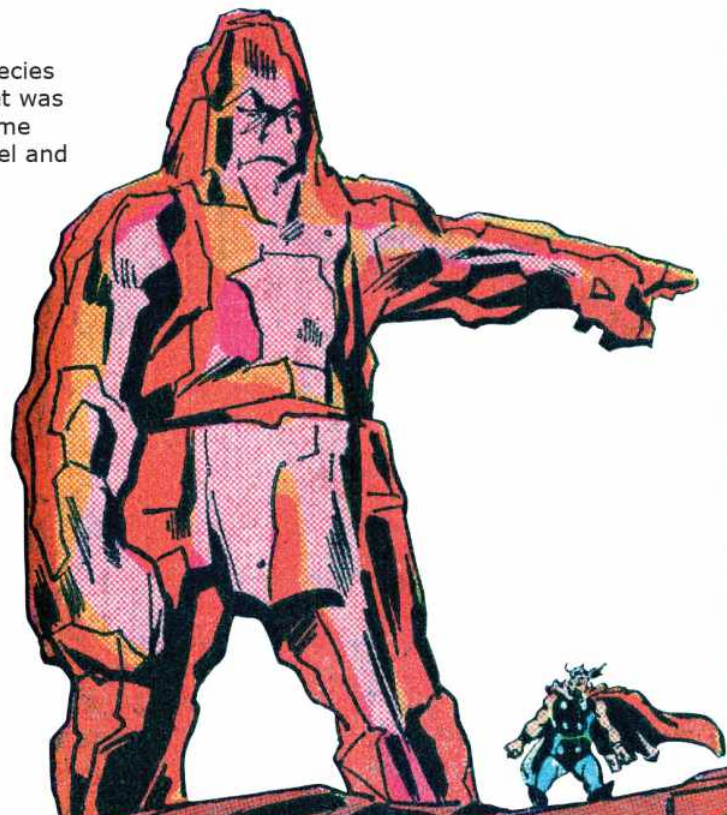
XORR

Ancient civilization claiming that all humanoid species descended from it, including Skrulls. Entire planet was eventually compacted into crystalline form, became sentient entity, battled Thor as Xorr the God-Jewel and was destroyed.

REFERENCE: *Thor* #214-215

ANALYSIS: Believe it or not, we may share an ancestry with these despicable humans. Galactic legend states that Skrullos — as with most planets in the local galaxies, including Earth — was seeded with DNA from the ancient race called the Xorrians. Millions of years ago their planet compacted and crystallized, and recently gained sentience as Xorr the God-Jewel. However, it was destroyed by Thor — a so-called "god" from one of Earth's pantheons. To destroy the remnants of the race that spawned his own worshippers was sin enough, but to do the same to us is basest blasphemy. We shall see what our gods have to say about that soon enough...

XORR





YORAK

Would-be emperor during the Skrull civil war. Opposed Kylor's declaration of war on the Kree.

REFERENCE: *Silver Surfer* (1987) #6

ANALYSIS: One of the lesser pretenders to the throne during the post-Galactus struggle for dominance, Yorak revealed his unfitness when he opposed renewed hostilities against the Kree. In the intervening years he seems to have faded into deserved obscurity. Good riddance.

YORAK



ZABYK & MYRN

Detonated the Hyperwave Bomb in a lusty bid for power, thinking that his armored suit would shield him and leave him the last shape-shifting Skrull in the universe. It failed to protect him, and he was left contorted inside the suit.

REFERENCE: *Avengers Annual* #14

ANALYSIS: Zabyk was one of many power-hungry soldiers who thought themselves fit for leadership after the throneworld fell to the godly appetite of Galactus. Unlike most of the oafs who presented themselves, the ineptitude of Zabyk was felt for years as his asinine friend Myrn's Hyperwave Bomb stripped us of our shape-shifting heritage. Those were dark days for all Skrulls. Myrn was slain by Zabyk and thus spared witnessing the fruits of his insipid toil. Praise to Empress S'Byll for restoring our glory!

ZABYK & MYRN

ZANKOR

Spy sent to Earth decades ago by Dorrek VII to research invasion, implanted with false memories. Ship crashed, sustained amnesia, believed himself to be an Earthman — but the truth was uncovered by a

young Reed Richards. Zankor's backup, a female spy, seduced Yeti — and when she died during the Skrull invasion attempt, he fled with her body.

REFERENCE: *Amazing Adult Fantasy* #7, *Marvel: The Lost Generation* #11-12, *X-Men: The Hidden Years* #16

ANALYSIS: Pity poor Zankor — a loyal spy who fell victim to his own methods. Implanted with false memories of being an Earth human, Zankor was struck on the head and the memories took root too deeply. He "discovered" his own ship, found a recording of his own orders — and promptly reported an alien infiltrator to the authorities! Reed Richards, of all people, discovered the ironic truth, that Zankor himself was the spy he sought — and now, his story has become a cautionary tale to Skrull spymasters everywhere. I hear rumors that you are considering using similar "sleeper" agents, Queen Veranke ... I beg you, use caution.

ZANKOR



ZEDRAO

Honorable, decorated Skrull general. Sent to Mar-Vell's deathbed to present him with the Royal Skrull Medal of Valor. Later commanded the Imperial Armada, and refused to take sides during the Skrull civil war. Allied with the Avengers to defeat Nebula.

REFERENCE: *Marvel Graphic Novel: The Death of Captain Marvel #1, Avengers #259-261 and Avengers Annual #14*

ZEDRAO

ANALYSIS: General Zedrao is something of an enigma. On one hand he is an expert tactician, and a veteran of many battles fought in the name of the Skrull Empire. During the Skrull civil war, when world after world fell to the space pirate, Nebula, Zedrao's masterful leadership permitted his armada to repel her attacks. On the other hand, when it seemed he had little recourse,

Zedrao was willing to fight alongside the Earth team of heroes called the Avengers, whom had been declared enemies of the empire.

For this deed, though he has proven his loyalty in combat time after time, his honor remains in question. A true servant of the empire must accept death before dishonor, be willing to take his own life rather than live to be put in shackles. Sending Zedrao against his former allies, the Avengers, would appear to present a small dilemma: he only fought alongside the Avengers when it became the sole viable course of action to defend the remnants of the Empire from Nebula, and after so many battles fought on so many worlds, his final loyalty doubtlessly lies with the empire. Though he is not a being of strong faith, for his experience working alongside the heroes of Earth, as well as his impeccable military record, Zedrao's expertise and skill could be of much value in the ongoing infiltration of Earth.





ZIRKSU

Skrull spy on Earth in 1958, infiltrated pop culture, retrieved Skrull secrets from US government. Utilized an Augmotron device. Helped the Cold Warrior complete his battlesuit while disguised as then-Vice President Richard Nixon. Thwarted repeatedly by the 3-D Man.

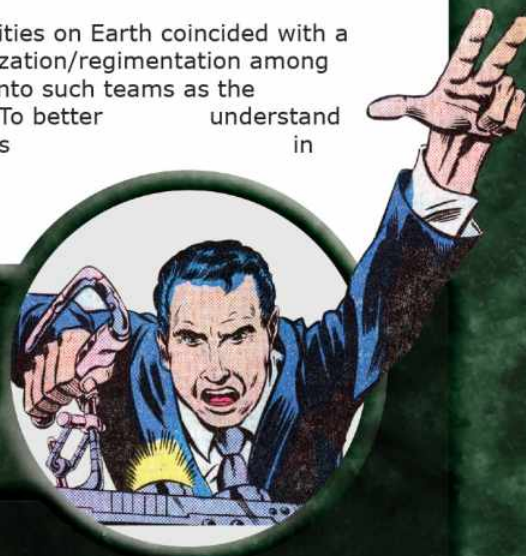
ZIRKSU

REFERENCE: *Marvel Premiere* #35-37

ANALYSIS: Zirksu's activities on Earth coincided with a period of increased organization/regimentation among Earth's super-champions into such teams as the First Line and the G-Men. To better understand such cultural warning signs in human development on Earth, analysis of his reports is still ongoing.



Zirksu as
Diabolik



Zirksu as
Nixon

ZUHN

Also known as **Chimera** / **Mr. Winget**

Commander of a ship piloted by Velmax that crashed on Earth in 1947. Briefly held by US military, escaped and took on human identity. Founded aerospace company Winget Co. in attempt to repair his ship, and operated as the super-villain Chimera. Later killed in battle with Velmax, who had become the hero Effigy.

REFERENCE: *Marvel: The Lost Generation* #2 and 4

ANALYSIS: Regrettably, Zuhn, unlike Zirksu, left no accumulated reports for study, but his assassination by the traitor Velmax should not be forgotten. Said assassination occurred on the same date as that of a renowned Earth-leader whose death stirs fascination and suspicion among humans to this day. Should any level of prolonged interaction with post-conquest humans be necessary, it is recommended that the juxtaposition of dates be exploited in keeping with cultural superstitions.



Zuhn as
Chimera

ZUHN



Zuhn as
Human



Zuhn as
Winget

THE SKRULL CHECKLIST

Skrulls have been active since the very dawn of the Marvel Age of Comics, with their first appearance in *Fantastic Four* #2 igniting a string of interactions with the heroes of the Marvel Universe. The list below gathers virtually all Skrull appearances in Marvel Comics and organizes them in alphabetical order. An accompanying list notes which collected editions include Skrulls as supporting characters or – even better – as the bad guy!

A HISTORY IN COMICS

- | | |
|--|---|
| <i>Alpha Flight</i> #9-10 | <i>Deadpool</i> (1997) #24 |
| <i>Amazing Adult Fantasy</i> #7 | <i>Defenders</i> #13-14 |
| <i>Annihilation</i> #1-5 | <i>Doc Samson</i> #1 |
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